ORIGINAL

DIC AUDIO VISUAL

MAINTITLE "TAKE TWO!"

75011 SHOW NO. | DESCRIPTION | II ACT NO. | PAGE NO.

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
/				/			

THE REAL GHOSTBUSTERS

"TAKE TWO"
(#75011)

(SCRIPT)

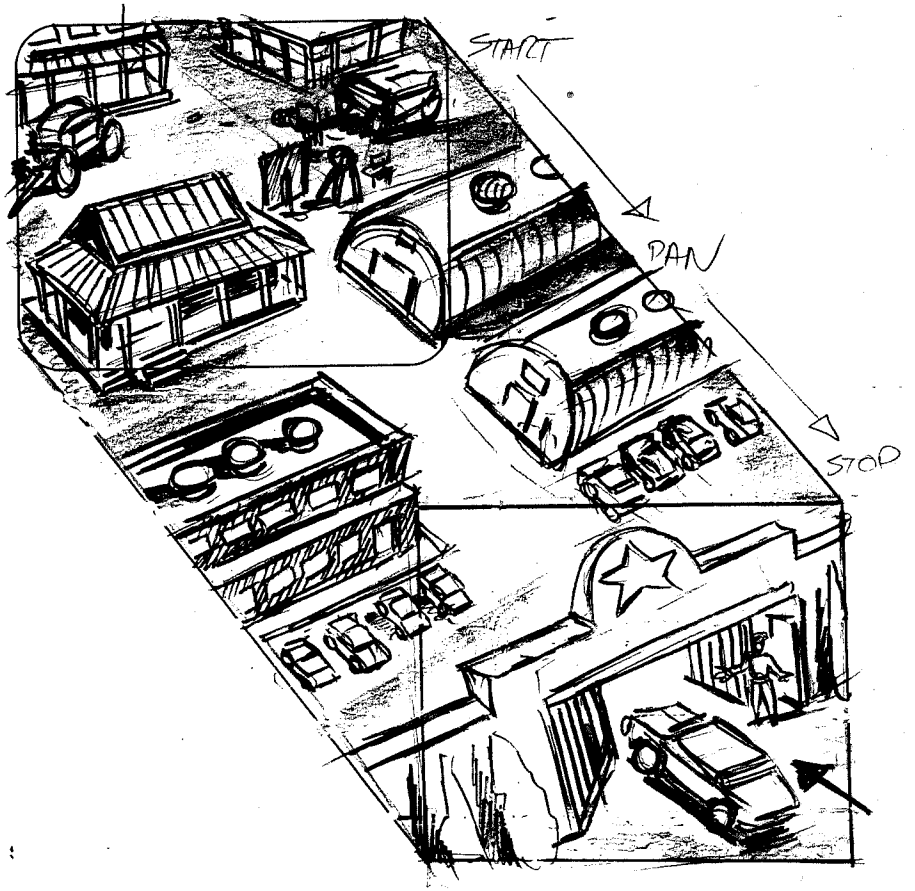
Written by

J. Michael Straczynski

STORYBOARD '134'

KEVIN SMITH T.

FADE IN



AC

ACTION / PAN DESERTED MOVIE LOT.

DIALOGUE / MY SON 3YR OLD

KEITH TUCKER

DIALOGUE / SECURITY GUARD (NO) "I'M SORRY SIR, THERES BEEN A SLIGHT PROBLEM."

SOUND FX / STORYBOARD

SOUND FX / FAINT HOWL OF MEGAZOID + CRASHING SOUNDS.

NOTES /

NOTES /

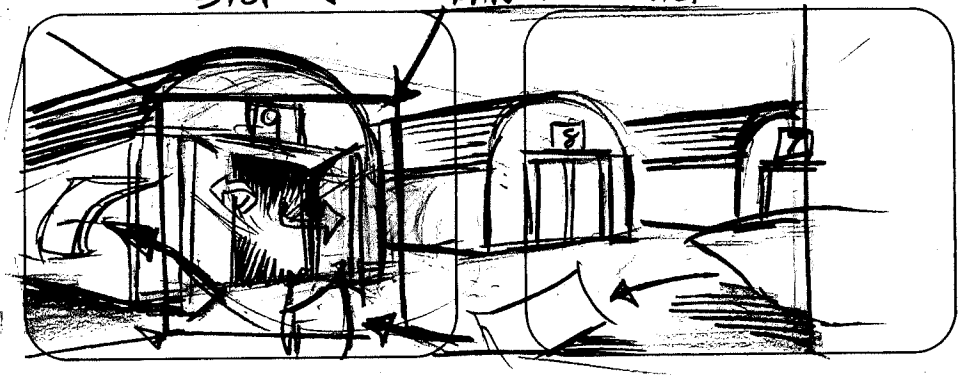
TIMING /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				7

	SCENE 2	TIMING		SCENE 3	TIMING		SCENE 4	TIMING		SCENE	TIMING

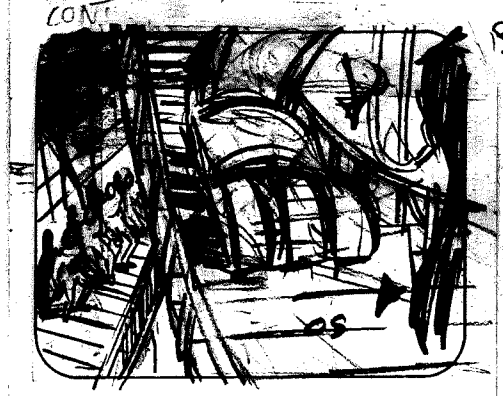


ACTION /	ACTION / CLOSER, SECURITY GUARD STRAIGHTENS, THUMBS OS. HE BEAMS.	ACTION / TRUCK IN ON SOUND STAGE DOORS OPEN MYSTERIOUSLY, A PAPER BLOWS THROUGH SC.	ACTION /
DIALOGUE / SECURITY GUARD (CONT.) "WE'VE HAD TO EVACUATE EVERY-ONE FROM THE STUDIO!"	DIALOGUE / SECURITY GUARD CONT'; BUT THE GHOSTBUSTERS ARE ON THE SCENE -- I'M SURE THEY HAVE !!!"	DIALOGUE / SECURITY GUARD CONT (VO) "... EVERYTHING WELL IN HAND!"	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				4

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	6 CONT			7			CONT			8	

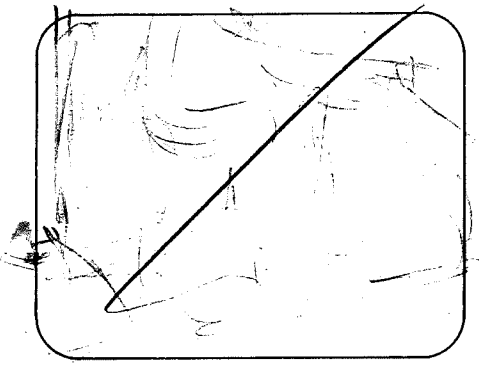


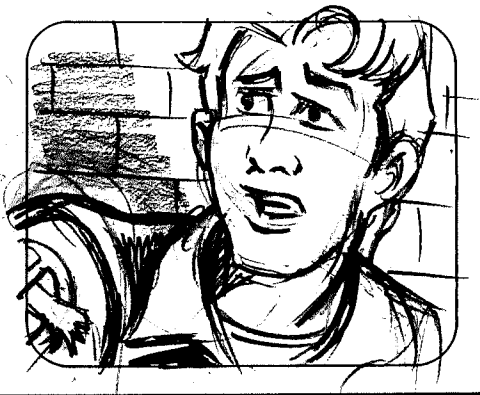
ACTION/ GHOST BUSTERS ON LOWER CAT WALK, MEGAZOID FOOT INTO SL + OS.	ACTION/ GHOST BUSTERS ON CATWALK AS BEFORE, PETER TURNS TO RAY	ACTION/ RAY STARTS TOWARDS... PETER ON NARROW CATWALK.	ACTION/ CU RAY STEPS ON WINSTONS FOOT.
DIALOGUE /	DIALOGUE/ PETER - (WISPER) RAY, COULD I SPEAK WITH YOU FOR A MOMENT?	DIALOGUE/	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX/ GRUNCH!!
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				5

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	6NT			9						10	





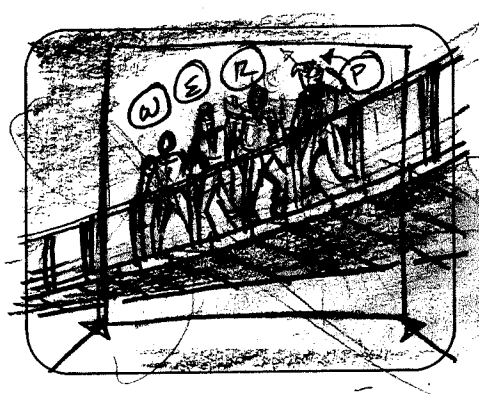
ACTION /	ACTION / RAY THRU SC, WINSTON REACTS IN PAIN.	ACTION / RAY EASES TO A STOP. EGON LOOKS DOWN AT HIS FEET GUIDES RAY WITH HIS HAND.	ACTION / CLOSE PETER.
DIALOGUE /	DIALOGUE / WINSTON (SOTO) Owch! WATCH Where YOUR STEPIN!	DIALOGUE / RAY YEAH? WHAT IS IT?	DIALOGUE / PETER! ANY IDEAS ON HOW WE CAN GET OUT OF THIS?
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 6

	SCENE 11	TIMING		SCENE 12	TIMING		SCENE 13	TIMING		SCENE 14	TIMING



ACTION / GHOSTBUSTERS ON CATWALK RAY GESTURES WITH HAND (1) AND PETER WIPES BROW (2)	ACTION / RAY THROWS HIS HANDS UP HOPLESSLY.	ACTION / CU PETER GIVES HIM A VERY DIRTY LOOK, HOLD A BEAT BEFORE DIAL.	ACTION / EGON HOLDS UP TWO PKE METERS.
DIALOGUE / RAY: "YEAH, SEVERAL!" PETER!" GOOD!"	DIALOGUE / RAY! "UNFORTUNATELY THEY ALL CALL FOR US TO BE ABOUT THREE THOUSAND MILES EAST OF HERE!"	DIALOGUE / EGON VO! "IF I CAN MAKE A SUGGESTION,"	DIALOGUE / EGON CONT: I'VE ADJUSTED MY PKE METER, AND THE SPARE, TO PICK UP THE PARTICLE BEAM ENERGY OF OUR PROTON PACKS.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				7

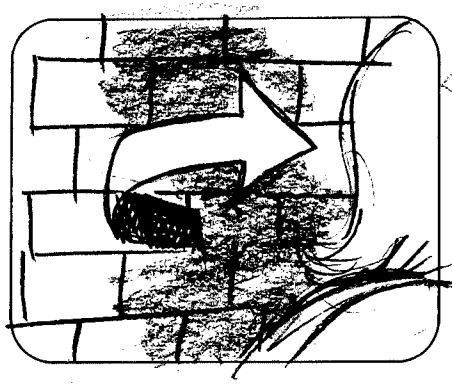
	SCENE 15	TIMING		SCENE 16	TIMING		SCENE 17	TIMING		SCENE 18	TIMING

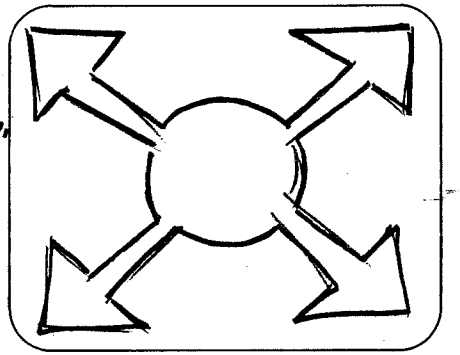
ACTION / MILTON LEANS TOWARDS CAM RAISES FINGER.	ACTION / WIDE ON GROUP. EGON TURNS TO WINSTON	ACTION /	ACTION /
DIALOGUE / WINSTON: TERRIFIC! SO IF WE SPLIT UP INTO TWO TEAMS, WE INCREASE THE CHANCE OF FINDING EM FASTER.	DIALOGUE / EGON: EXACTLY! IT'LL GIVE THE SURVIVORS A MUCH BETTER CHANCE!"	DIALOGUE / PETER: "THE SURVIVORS, EGON? AND YOU WONDER WHY YOUR NOT INVITED TO MORE PARTIES.	DIALOGUE / PETER CONT: "ALL RIGHT!, LETS GO!"
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				8

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	19 CONT			20						21	





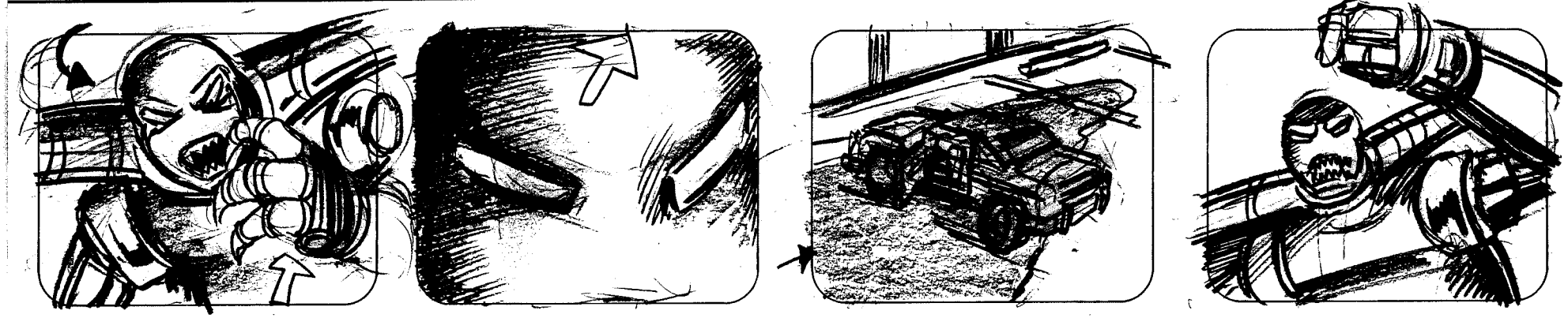
ACTION / PETER EXITS O.S.	ACTION / THE GHOST BUSTERS SPLIT UP INTO TWO PAIRS, EGON + PETER AWAY FROM CAM, RAY + WINSTON TOWARDS CAM,	ACTION / IRIS WIPE TO;	ACTION / A ROLLS ROYCE IS PARKED IN FRONT OF A SOUND STAGE ITS DOOR IS OPEN, MEGAZOID UP INTO SCENE.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE / CAR VOICE (VO); (RECORDING) "THE DOOR--IS OPEN, THE DOOR IS OPEN."
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 9

SCENE 22	TIMING	SCENE CONT	TIMING	SCENE	TIMING	SCENE 23	TIMING

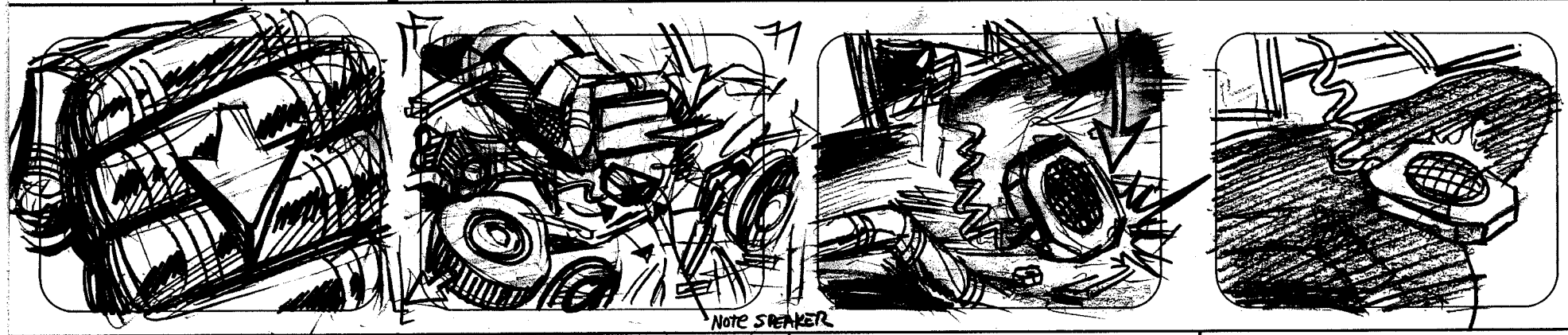


ACTION / MEGAZOID TURNS TO CAM...	ACTION / STARTS TOWARDS AND FILLS CAM.	ACTION / ON CAR WITH DOOR OPEN, MEGAZOID SHADOW UP INTO SC.	ACTION /
DIALOGUE / THE DOOR — IS OPEN.	DIALOGUE / THE DOOR -- IS OPEN.	DIALOGUE / THE DOOR -- IS OPEN!	DIALOGUE / MEGAZOID: "... QUIET!"
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				10

SCENE 23 CONT	TIMING		SCENE 24	TIMING		SCENE 25	TIMING		SCENE CONT	TIMING

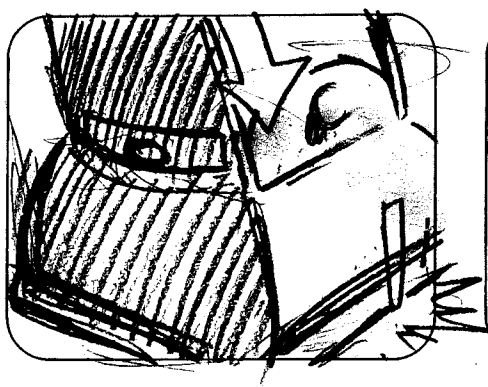


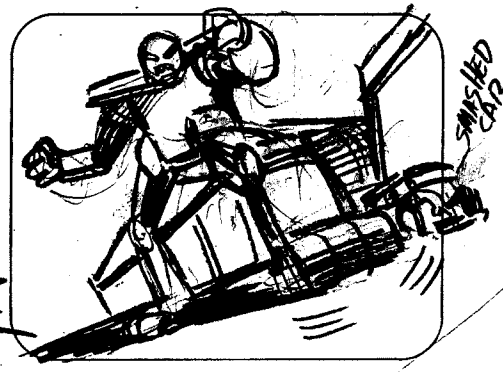
ACTION/ MEGAZOIDS FIST FILLS CAMERA.	ACTION/ MEGAZOIDS FIST INTO SC, SMASHES CAR, NOTE, SPEAKER POPS OUT OF THE DOOR..... TOWARDS CAM....	ACTION/ CLOSER GROUND, SPEAKER INTO SC HITS GROUND.	ACTION/ SHADOW COMES OVER SCENE.....
DIALOGUE /	DIALOGUE /	DIALOGUE/ CAR VOICE/(BARELY) THE CAR IS A MESS-- THE CAR IS A MESS.	DIALOGUE/ CAR VOICE CONT.- " THE CAR--
SOUND FX /	SOUND FX/ KERWHAM!	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

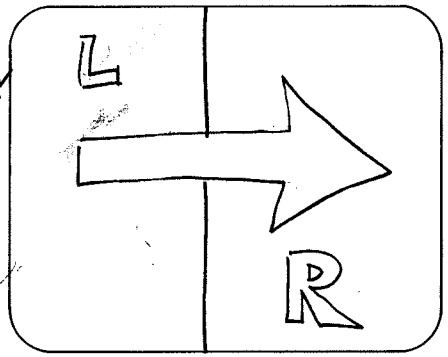
DIC AUDIO VISUAL

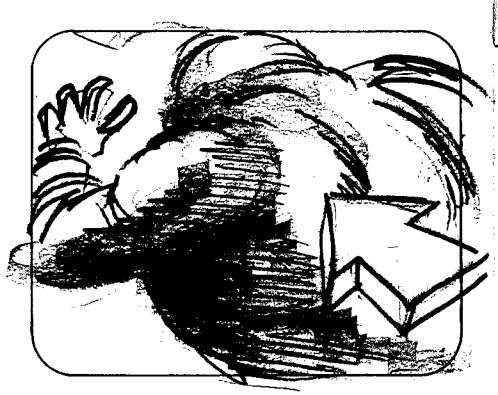
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				11

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	25 CONT			26						27	







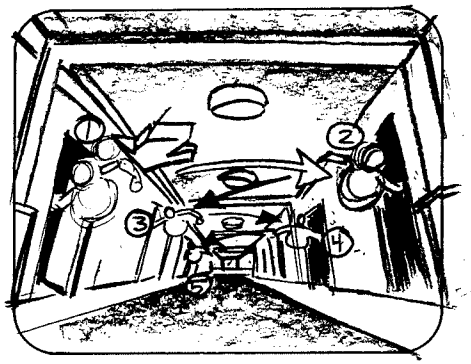


ACTION / MEGAZOIDS FOOT FILLS CAM.	ACTION / MEGAZOID CRUNCHES MICROPHONE WITH FOOT.	ACTION / WIPE	ACTION / SLIMER FILLS CAM, FLOATS AWAY FROM CAM.
DIALOGUE /	DIALOGUE / MEGAZOID: "I SAID QUIET!"	DIALOGUE /	DIALOGUE /
SOUND FX / KERUNCH!	SOUND FX / SCRAPE! SCRAPE!	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				12

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	27 CONT			28						CONT	

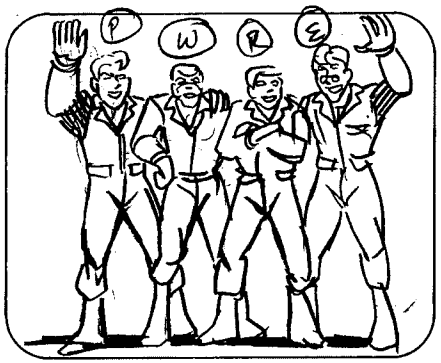


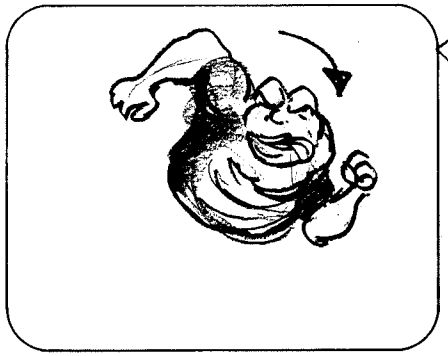
ACTION/ SLIMER GOES FRANTICLTLY FROM OFFICE TO OFFICE SEARCHING.	ACTION/	ACTION/	ACTION/ HE TURNS TO CAM DOES A HAPPY TAKE
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE 29	TIMING		SCENE 30	TIMING		SCENE CONT	TIMING		SCENE CONT	TIMING



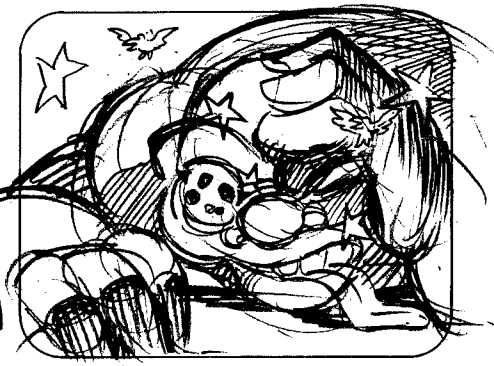


ACTION /	ACTION / SLIMER SIGHS IN RELIEF....	ACTION / ANTICTS TO RUN... AND CHARGES AT CAM...	ACTION / ... FILLS CAM... TILL CUT
DIALOGUE /	DIALOGUE / SLIMER! (PLEASED RELIEF)	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	31			CONT			32			CONT	

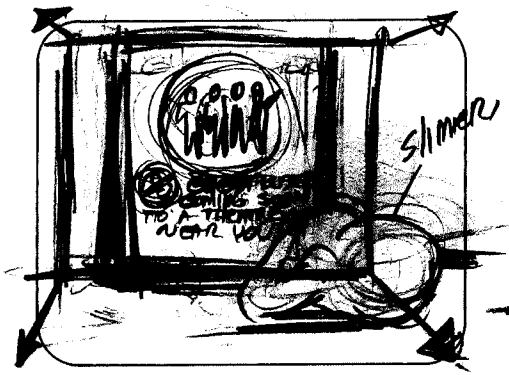


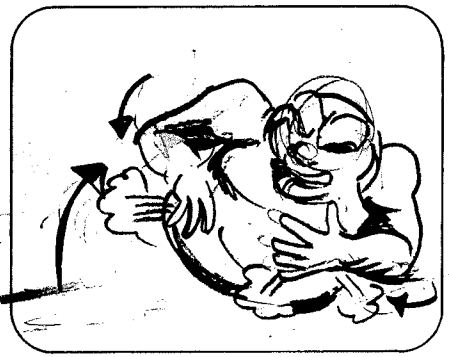
ACTION /		ACTION / SLIMER HOLDS HEAD, STARS + BIRDS CIRCLE HIM. ONE EYE SPINS.	ACTION / SLIMER LOCKS UP, TAKES HIS JAW DROPS TO THE FLOOR, BIRDS + STARS POP OFF.
DIALOGUE /		DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX / SPLAT! THUNK	SOUND FX / BIRDS COOKOOING. BILAIRD BALL SFX.	SOUND FX / THUNK! POP!
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

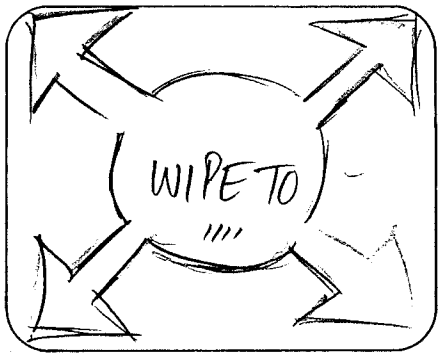
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				15

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	33			34			CONT				





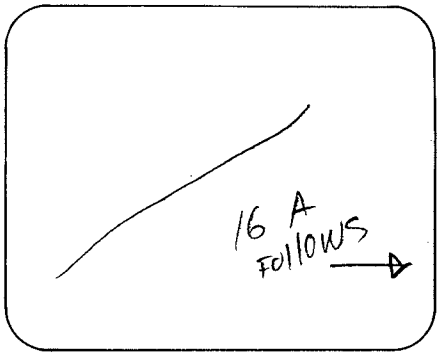


ACTION / CU WE SEE HE HIT A MOVIE POSTER, TRUCK OUT.	ACTION / SLIMER GETS UP, DUSTS HIMSELF OFF.	ACTION / n CHARGES AT CAM NOT TOO HAPPY!	ACTION / IRIS WIPE
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				16

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

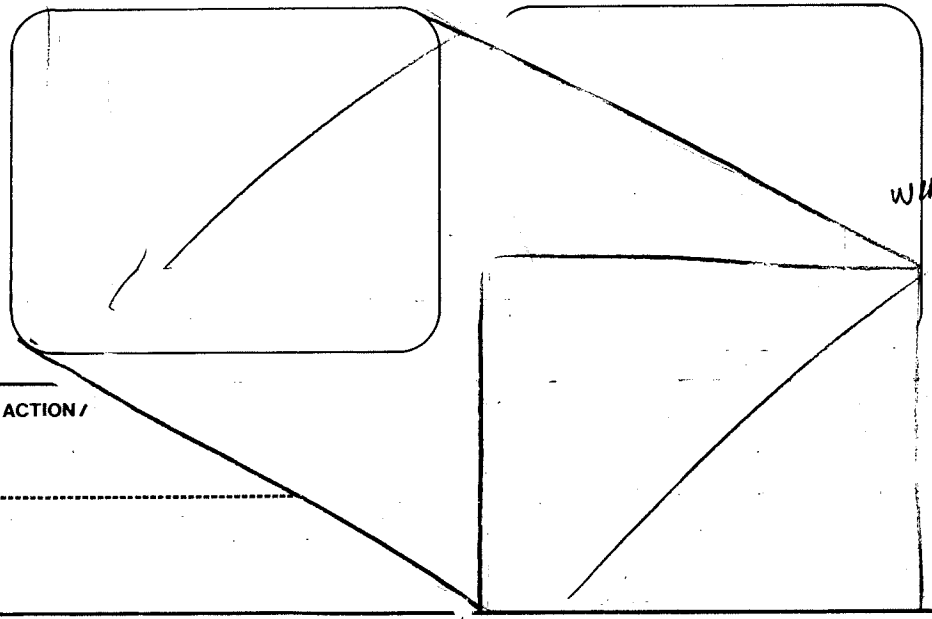


ACTION / CU, SHELVS OF BOTTELS ETC. (OL)	ACTION / PAN OL UP + OS. DOOR OPENS, (BACK LIT)	ACTION / PAN STOPS AS RAY + WINSTON ENTER SC + STOP. RAY HANDS WINSTON PKE METER. SUPRISED, HE TAKES IT.	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				16A

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	35									36	

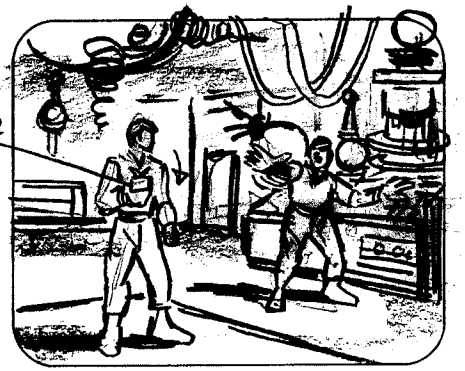


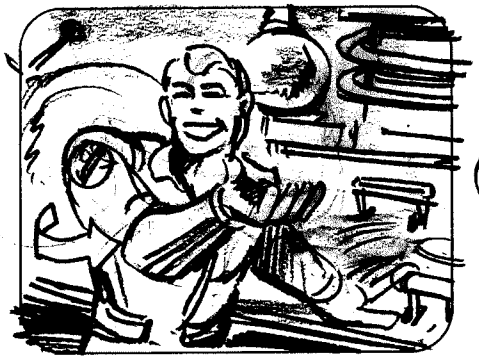
ACTION /	ACTION / INT FRANKENSTEIN LAB-TYPE SOUND STAGE. ALL EQUIPMENT IS DORMANT NOW	ACTION /
DIALOGUE /	DIALOGUE / OH, WOW! RAY: HEY, WINSTON,"	DIALOGUE / RAY CONT: "THIS IS WHERE THEY MAKE ALL THE DEADLY DR CROWLEY MOVIES!"
SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE 37	TIMING		SCENE 38	TIMING		SCENE 39	TIMING		SCENE CONT	TIMING





ACTION/ WINSTON LOOKS BACK TERMINALLY UNIMPRESSED. HE YAWNS.

DIALOGUE/ "WINSTON: UH, HUH. NOW YOU THINK WE CAN KEEP--

SOUND FX/

NOTES/

TIMING/

ACTION/ WINSTON'S NOT HAPPY WITH RAY ~~[illegible]~~. HE STANDS BY CONTROLS.

DIALOGUE/ "RAY: YOU DON'T UNDERSTAND -- THESE AE CLASSICS."

SOUND FX/

NOTES/

TIMING/

ACTION/ RAY PATS CONTROLS—

DIALOGUE/ RAY CONT: "THIS IS WHERE HE FIRST BROUGHT HIS CREATURE TO LIFE.

SOUND FX/

NOTES/

TIMING/

ACTION/ RAY TURNS TO CONTROLS. ANTICTS TO PRESS BUTTON...

DIALOGUE/ RAY: "WITH JUST PRESSING!!!!"

SOUND FX/

NOTES/

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				18

	SCENE 40	TIMING		SCENE 41	TIMING		SCENE 42	TIMING		SCENE 43	TIMING

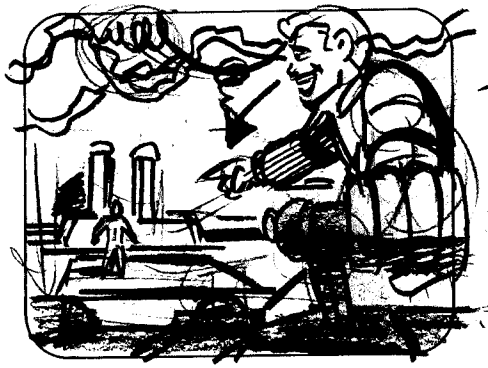
ACTION / CU CONTROLS, RAYS HAND INTO SC, PUSHES BUTTONS	ACTION / WIDER, MACHINERY ACTIVATES, SPARKS + ELECTRIC ENERGY FLY	ACTION / UPSHOT RAY PULLS A LEVER.	ACTION / CU MACHINERY BEHIND RAY ACTIVATES,
DIALOGUE / RAY CONT (VO): "...THIS BUTTON."	DIALOGUE / RAY: "WOW LOOK AT THIS STUFF!"	DIALOGUE / RAY: "THIS IS GREAT!"	DIALOGUE /
SOUND FX /	SOUND FX / MACHINERY, ELECTRIC SFX.	SOUND FX /	SOUND FX / X
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

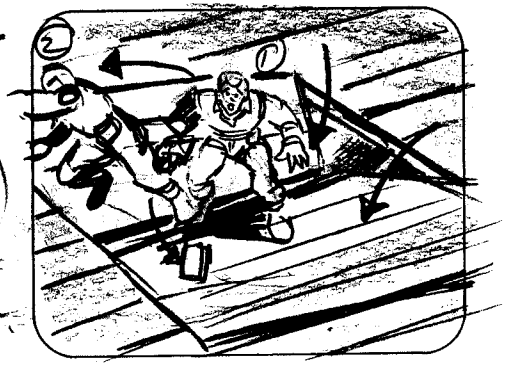
AUDIO VISUAL

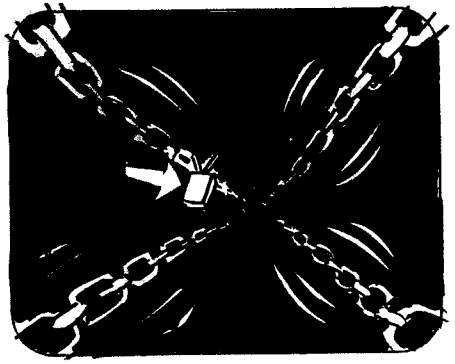
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 19

SCENE 44	TIMING	SCENE 45	TIMING	SCENE 45A	TIMING	SCENE 46	TIMING





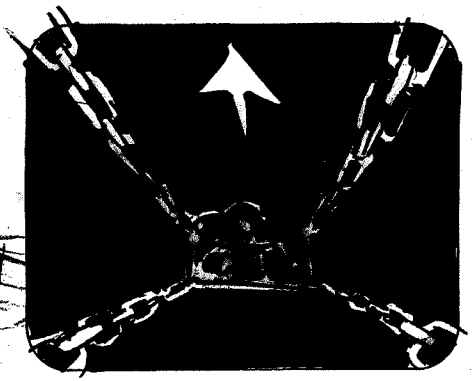


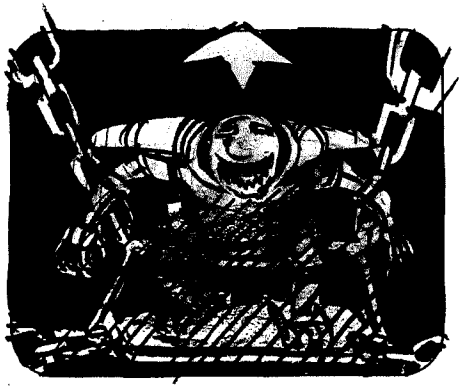
ACTION / RAY POINTS TO WINSTON.	ACTION / WINSTON LOOKS DOWN, DROPS PKE METER, JUMPS OS. NOTE – DROPS PKE DURING JUMP.	ACTION / WINSTON UP INTO SC, LOOKS DOWN SWINGING TRAP DOORS BEHIND LIGHTS FLASH AS BEFORE. PKE METER FALLS TOWARDS CAM. + OS,	ACTION WINSTON'S POV CHAINS WOBBLE + STRECH INTO INFINITY. (WOBBLE AWAY FROM CAM.) PKE METER, FALLS PAST, AWAY FROM CAM INTO INFINITY.
DIALOGUE / "RAY: "AND OVER THERE!"	DIALOGUE / RAY CONT VO: "...THATS WHERE THE ~~MONSTER~~ ..."	DIALOGUE / RAY CONT (VO): "...MONSTER ROSE..."	DIALOGUE / RAY CONT VO; "...WHEN HE BROUGHT IT TO LIFE!"
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX / CHAINS KLINKING
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT II ACT NO.	20 PAGE NO.

	SCENE 46A	TIMING		SCENE 47	TIMING		SCENE CONT	TIMING		SCENE CONT	TIMING



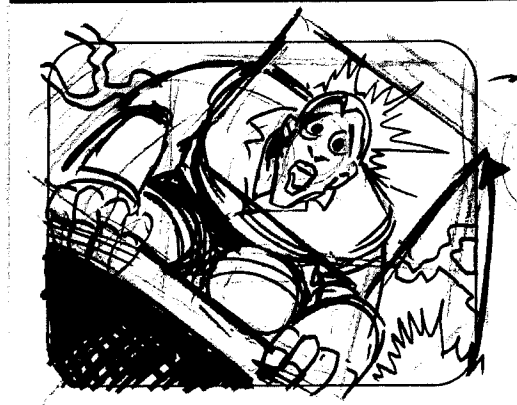


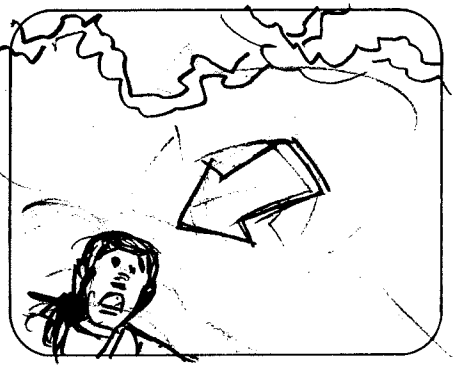
ACTION / RAY LOOKS UP DREAMING	ACTION / LONG DOWN SHOT PIT CHAINS ARE MOVING NOW SOMETHING RISES FROM THE SHADOWS.	ACTION / COMING CLOSER OUT OF THE SHADOWS IS THE MEGAZOID....	ACTION / ... IT FILLS CAM.
DIALOGUE / RAY CONT I'LL NEVER FORGET THAT SCENE!"	DIALOGUE / RAY CONT VO: THE MONSTER WAS ... [redacted]	DIALOGUE / RAY CONT (VO): ... HUGE....	DIALOGUE / RAY CONT (VO;) ... FRIGHTENING ....
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

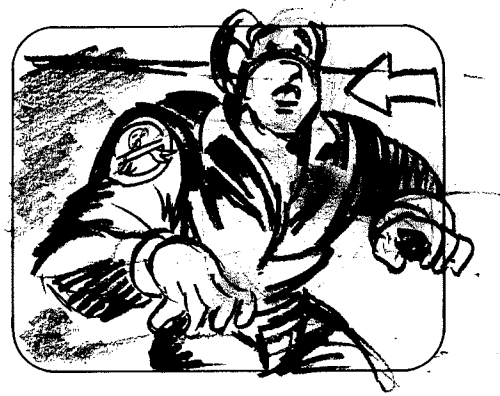
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				21

	SCENE 48	TIMING		SCENE CONT	TIMING		SCENE 49	TIMING		SCENE CONT	TIMING





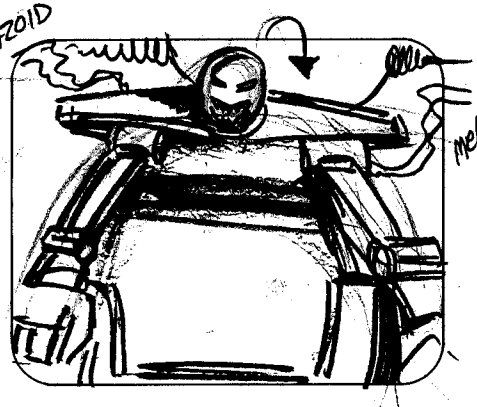


ACTION / WINSTON TERRIFIED, TAKES!	ACTION / BACKS AWAY FROM CAM O.S. —SLOWLY DURING TRUCK IN—	ACTION / WINSTON BACKS AWAY FROM CAM.	ACTION / WINSTON ANTICTS, TRYING TO SPEAK, BUT CAN'T ~~#~~ POINTS TO CAM
DIALOGUE / RAY CONT (VO:) BIG AS LIFE	DIALOGUE / X	DIALOGUE / RAY CONT (VO): " AND TWICE	DIALOGUE / AS UGLY
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES / MATCH TRUCK IN WITH ANIMATION ON MEGAZOID SC 47.	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				22

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	50			51			52			53	



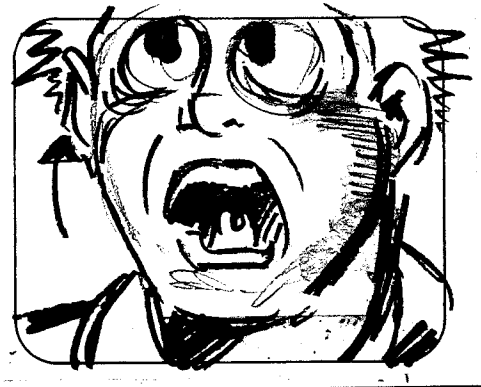
ACTION/ RAY TALKS, MEGAZOID RISES UP IN SC	ACTION/ RAY LOWERS ARM + STEPS BACK,	ACTION/ DRAMATIC UP SHOT MEGAZOID LOOKS DOWN.	ACTION/ RAY LOOKING O.S., TURNS BACK TO CAM RAISES FINGER TO HIS MOUTH
DIALOGUE/ "RAY! AND THEN — THEN WHEN DR CROWLEY SAW THE MONSTER,	DIALOGUE/ RAY CONT; HE STEPPED BACK IN HORROR AND SAID —	DIALOGUE/ MEGAZOID: "... QUIET!"	DIALOGUE/ RAY! "NO, NO, HE SAID--"
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 23

SCENE 54	TIMING	SCENE 55	TIMING	SCENE CONT	TIMING	SCENE CONT	TIMING

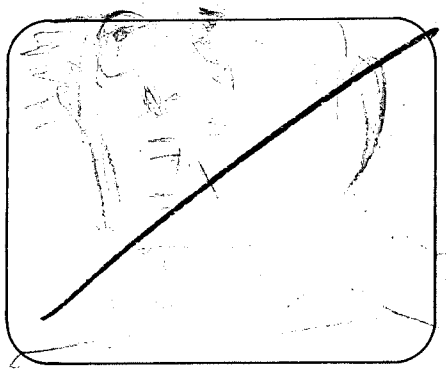


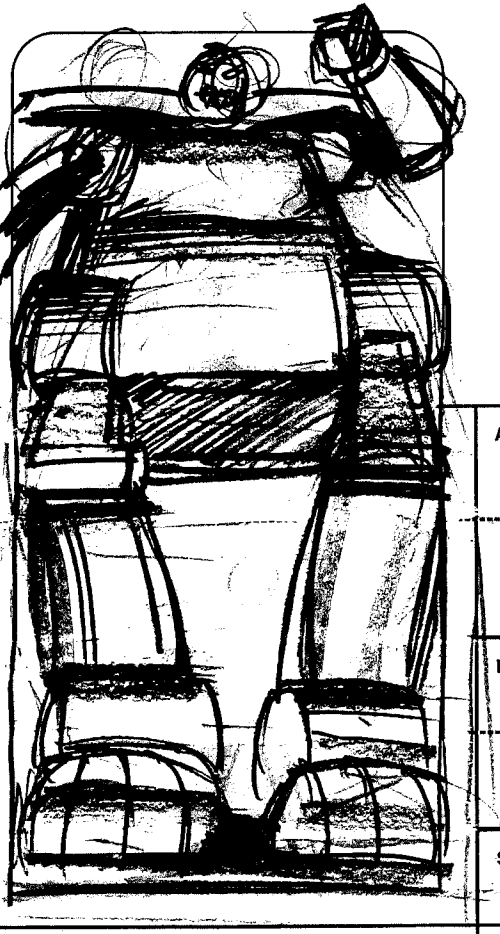
ACTION / WINSTON	ACTION / RAY TURNS TO WINSTON	ACTION /	ACTION / LOOKS UP + TAKES
DIALOGUE / WINSTON - (CONTROLLED PANIC) "I THINK WE'D BETTER GET OUT OF HERE!"	DIALOGUE / RAY: THATS IT! THATS WHAT HE SAID!" WAS THAT GREAT... CONT →	DIALOGUE / RAY CONT: WAS THAT GREAT—	DIALOGUE / RAY CONT: "OR UHHHHH...!"
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES / INTENSE LIGHT EFX	NOTES / INTENSE LIGHT EFX	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

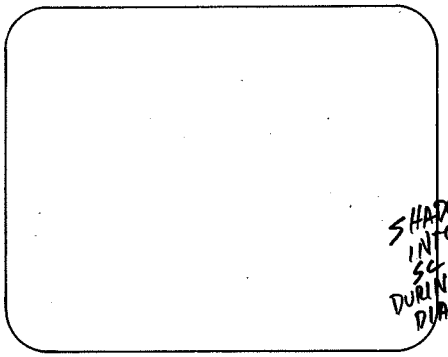
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				24

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	55 CONT			56						57	







SHADOW INTO SC DURING DIAL

ACTION /

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION / PAN MEGAZOID,

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION / EXTREME DOWN SHOT, RAY, HE MOTIONS WITH HANDS.

DIALOGUE / RAY: (WEAKLY) THAT STUFF ABOUT BEING BIG AS LIFE AND TWICE AS UGLY, I DIDN'T -- IT WAS JUST--

SOUND FX /

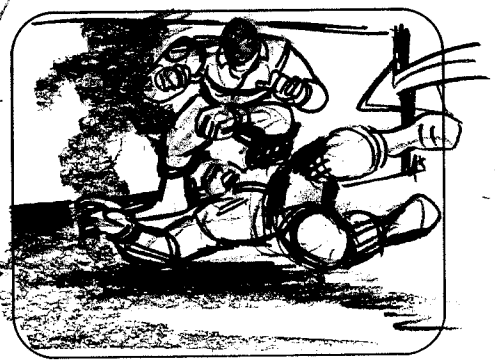
NOTES /

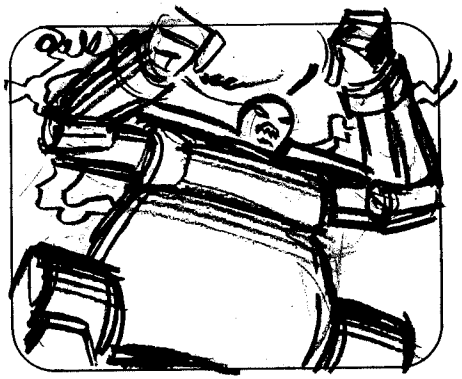
TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE 58	TIMING		SCENE 59	TIMING		SCENE CONT	TIMING		SCENE 60	TIMING



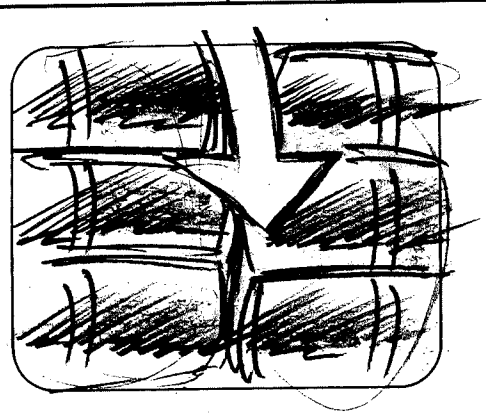


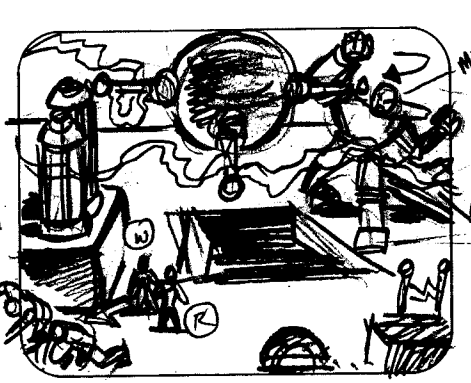
ACTION / MEGAZOID SWINGS FIST DOWN TOWARDS CAM, RAY LEAPS JUST AS FIST HITS WHERE HE STOOD.	ACTION / RAY FALLS INTO SC NEAR WINSTON.	ACTION / WINSTON REACHES DOWN TO HELP RAY UP.	ACTION / MEGAZOIDS ANTICS WITH FISTS CONT →
DIALOGUE / RAY CONT! "--BYE!"	DIALOGUE /	DIALOGUE WINSTON: I TOLD YOU THOSE MOVIES WERE BAD FOR YOU!"	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

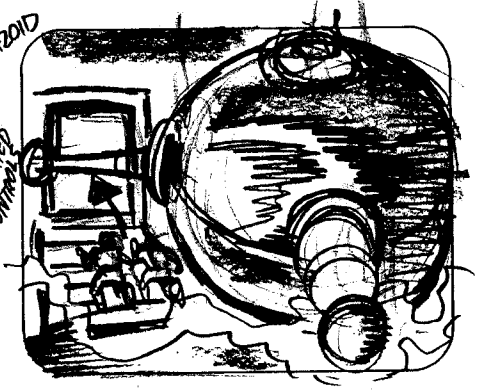
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				26

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	CONT			61				62		63	





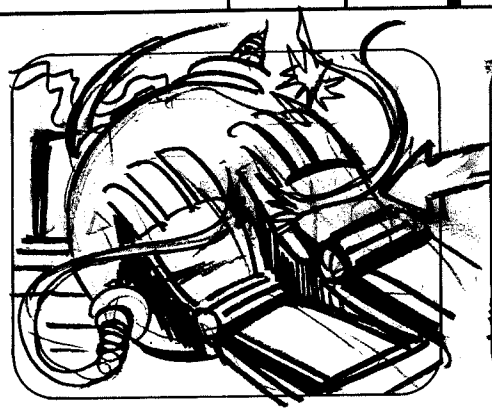


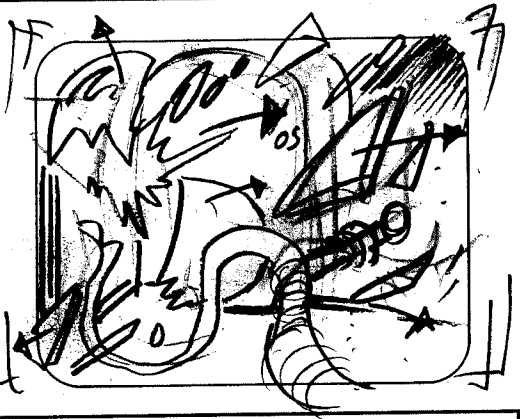
ACTION / BRINGS FIST INTO CAM	ACTION / FIST INTO S.C, SMASH CONTROLS.	ACTION / CREATURE WHIRLS AROUND HOWLS IN ANGER, EVERYTHING IS OFF NOW, EXCEPT THE ENERGY GLOBE, IT STILL SPARKS, RAY + WINSTON UNDER CAM O.S.	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				27

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	CONT			64			CONT				





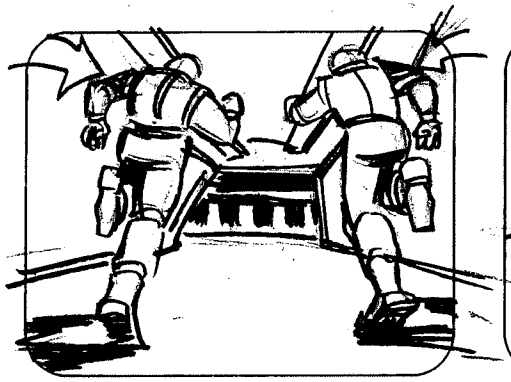
NO SC / 65

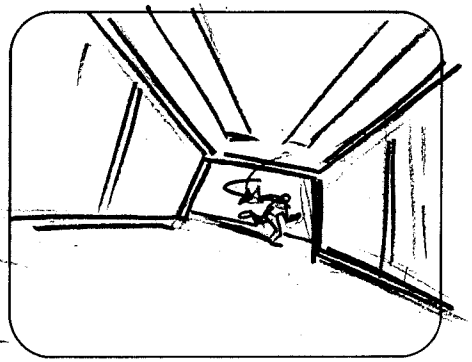
ACTION/ MEGAZOIDS CLAWS INTO SC, TEAR IT DOWN SHOVING IT AWAY FROM CAM TOWARDS THE DOOR.	ACTION/ RAY STANDS IN DOOR WAY LOOKING, WINSTON GRABS HIS COLAR AS SHADOW OF GLOBE ENTERS SC	ACTION/ WINSTON PULLS HIM OS. AS GLOBE SHATTERS IN THE DOOR WAY	ACTION/
DIALOGUE/	DIALOGUE/	DIALOGUE/	
SOUND FX/	SOUND FX/	SOUND FX/ KERASH!! THEN A BEAT OF SILENCE.	SOUND FX/
NOTES/	NOTES/	NOTES/ CAM SHAKE!	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

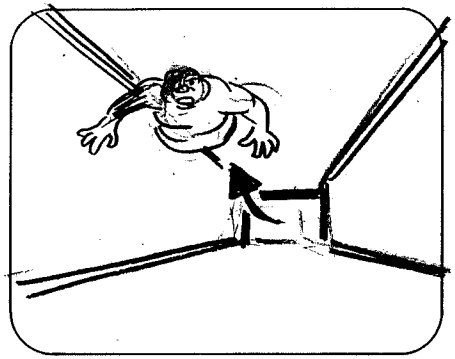
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				28

	SCENE 66	TIMING		SCENE CONT	TIMING		SCENE CONT	TIMING		SCENE 67	TIMING





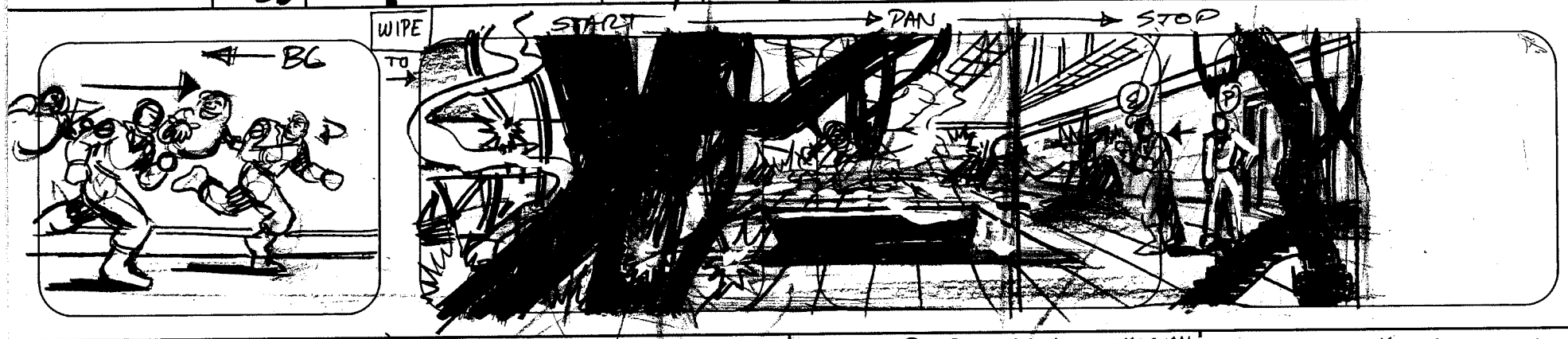


ACTION/ RAY + WINSTON INTO SC AWAY FROM CAM....	ACTION/ ... RUN DOWN CORIDOR TURN RT O.S.	ACTION/ SLIMER INTO SC FROM RIGHT, TURNS + COMES TOWARDS CAM.	ACTION/ ... STOPS + SMILES
DIALOGUE /	DIALOGUE /	DIALOGUE/ RAY V.O.: HEY SLIMER!	DIALOGUE/ RAY CONT V.O.: (WHISTLES)
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				29

	SCENE 68	TIMING		SCENE 69	TIMING		SCENE	TIMING		SCENE	TIMING

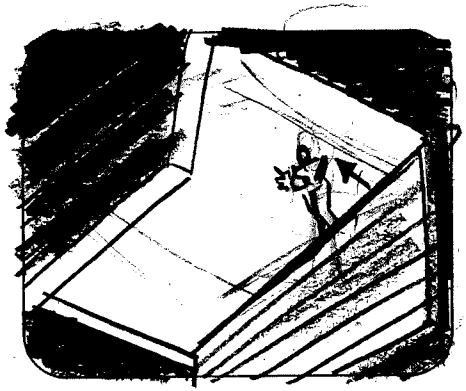


ACTION / RAY + WINSTON RUNNING (cycle) DOWN CORIDOR, SLIMER GAINS INTO SC BEHIND THEM....	ACTION / PAN WRECKED SOUND STAGE VARIOUS LIVE WIRES SPARK + FIZZLE	ACTION / ~~PETER~~ EGON WALKS AWAY FROM OPEN BACK DOOR PETER STANDS IMPATIENT	EGON LOOKS AT FLASHING PKE METER. PE
DIALOGUE / SLIMER! "(GLAD TO SEE YA NOISES!)"	DIALOGUE /	DIALOGUE / PETER VO: WHAT IS IT, EGON?	DIALOGUE / PETER CONT "DID YOU FIND OUR STUFF?"
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				30

	SCENE 70	TIMING		SCENE 70A	TIMING		SCENE 71	TIMING		SCENE 72	TIMING



ACTION / EGON STEPS TO TRAP DOOR + STOPS.

DIALOGUE / EGON VO: "NOT EXACTLY."

SOUND FX /

NOTES /

TIMING /

ACTION / EGON TURNS TO CAM WAVES. PETER ENTERS SC.

DIALOGUE / EGON CONT: "HERE, LOOK AT THIS!"

SOUND FX /

NOTES /

TIMING /

ACTION / EGON TURNS BACK TO CAM PETER UP INTO SC + STOPS

DIALOGUE / EGON: "WHAT DO YOU MAKE OF IT?"

SOUND FX /

NOTES /

TIMING /

ACTION / PETER LEANS INTO CAM

DIALOGUE / PETER: "WELL, IT'S DARK AND IT'S DEEP.. I'D MAKE IT A HOLE."

SOUND FX /

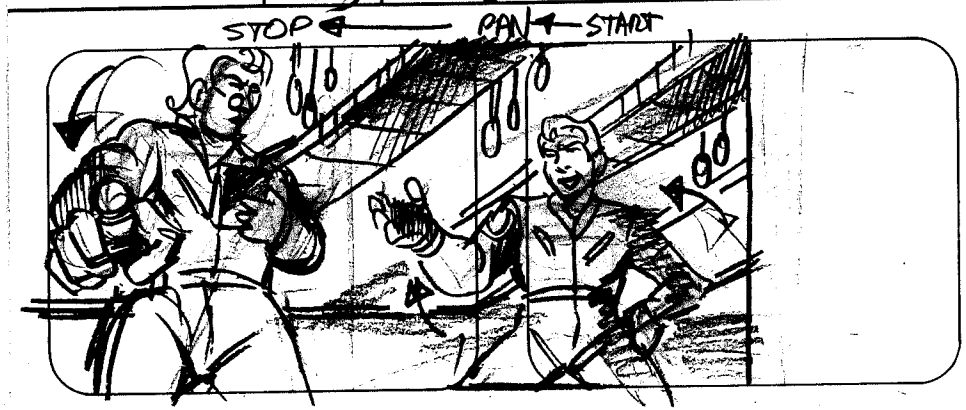
NOTES /

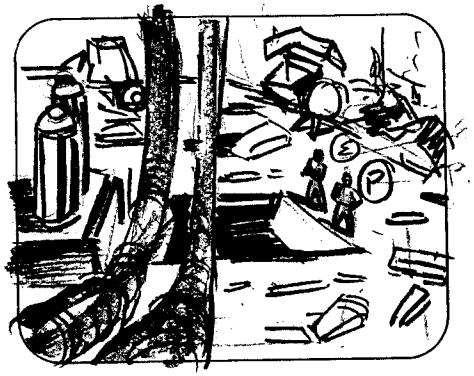
TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				31

	SCENE 73	TIMING		SCENE CONT	TIMING		SCENE 74	TIMING		SCENE 75	TIMING





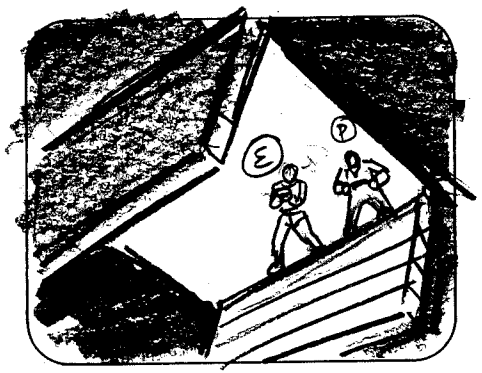
ACTION/ PETER BACKS UP AWAY FROM CAM GESTURES TO EGON. PAN →	ACTION/ EGON POINTS DOWN AT CAM.	ACTION/ CLOSER EGON; ~~ACCOR~~	ACTION/ WIDER, EGON + PETER AT TRAP DOOR, EGON SCANS THE AERA AS HE SPEAKS.
DIALOGUE/ PETER CONT: "BUT THATS JUST AN OPINION, YOU UNDERSTAND."	DIALOGUE/ EGON "EXACTLY! THIS IS WHERE THE GHOST WAS HIDING!"	DIALOGUE/ EGON CONT: ACCORDING TO THESE READINGS, IT WAS A SLEEPING GHOST.	DIALOGUE/ EGON CONT: "CERTIAN KINDS OF GHOSTS SPEND ETERNITY LOOKING FOR A NICE,"
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

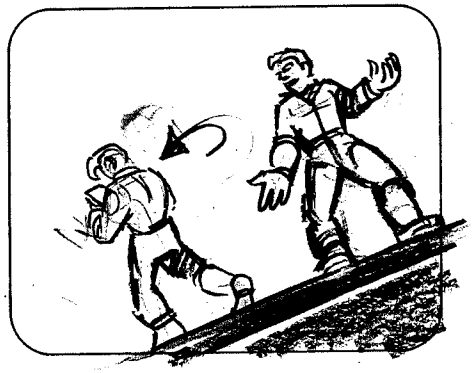
AUDIO VISUAL

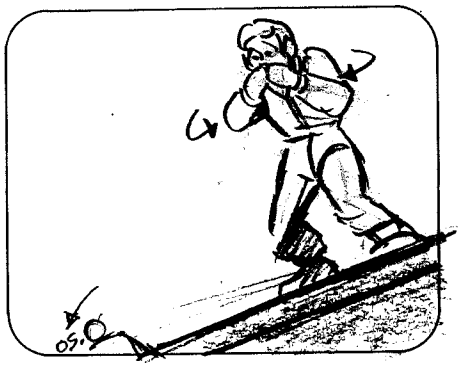
MAINTITLE

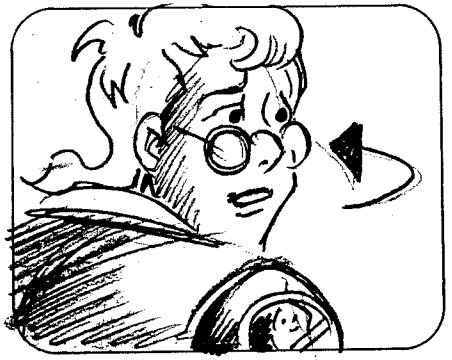
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 32

SCENE 76	TIMING	SCENE 77	TIMING	SCENE CONT	TIMING	SCENE 78	TIMING









ACTION/ EGON TURNS TO CAM DURING DIAL	ACTION/ EGON TURNS AWAY FROM CAM SCANNING	ACTION/ PETER QUICKLY COVERS MOUTH BEFORE SPEAKING AGAIN.	ACTION/ EGON TURNS TO CAM.
DIALOGUE/ EGON CONT: QUIET PLACE TO SLEEP. WHEN THEY'RE AWAKENED, THEY'RE VERY CRANKY.	DIALOGUE/ "PETER! SO YOU THINK--"	DIALOGUE/ PETER CONT.: (QUIETER.) ~~SO YOU THINK~~ IT'S NOISE THAT MAKES THIS THING VIOLENT!"	DIALOGUE/ E GON: (A WSPER) "ALMOST CERTAINLY!"
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				33

SCENE 79	TIMING	SCENE 80	TIMING	SCENE CONT	TIMING	SCENE	TIMING

ACTION/ PETER LIFTS WALKIE TALKIE TO HIS EAR, EGON TURNS + CONTINUES SCANNING...

DIALOGUE/ PETER. (QUIETLY): "I'D BETTER WARN THE OTHERS!" HELLO RAY? YOU THERE?"

SOUND FX/

NOTES/

TIMING/

ACTION/ PETER PULLS WALKIE TALKIE AWAY FROM HIS EAR, TAKES.

DIALOGUE/ RAY VO: (FILTERED): "YEAH, PETER, WHADDYA WANT?"

SOUND FX/

NOTES/

TIMING/

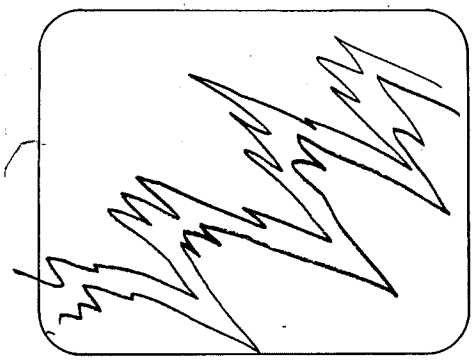
ACTION/ PETER BRINGS WALKIE TALKIE BACK TO EAR, PUTS FINGER TO MIC.

DIALOGUE/ PETER: SSH! SSH! STOP THAT! RAY,

SOUND FX/

NOTES/

TIMING/



ACTION/ ELECTRIC WIPE

DIALOGUE/

SOUND FX/

NOTES/

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				34

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	81									82	

START → PAN → STOP

SLIMER ROCKS IN FLOATING ROCKING CHAIR.

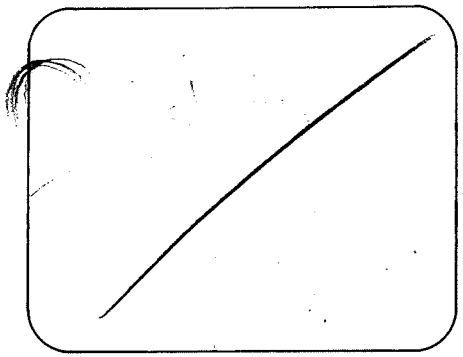
NO SC 82

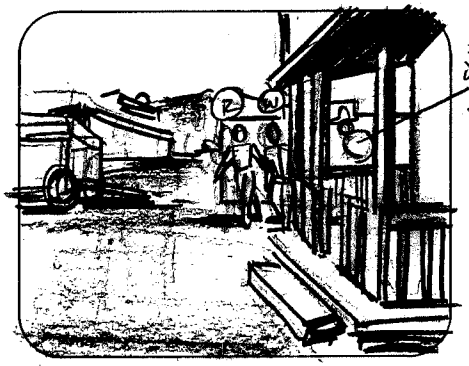
ACTION / PAN WESTERN SET TO RAY + WINSTON + SLIMER, PAPER FLIES TOWARDS CAM, PAN WITH IT.	ACTION /	ACTION /	ACTION /
DIALOGUE / PETER CONT (VO): "IT HATES NOISE, SO BE"	DIALOGUE / PETER CONT (VO): "QUIET, OKAY?"	DIALOGUE / RAY: "GOT IT PETER, OVER AND OUT!"	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				35

	SCENE	TIMING		SCENE 83	TIMING		SCENE CONT	TIMING		SCENE 84	TIMING



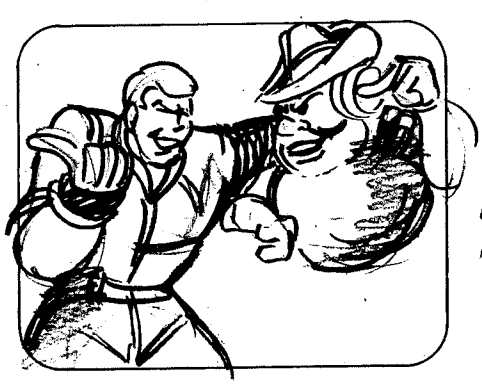


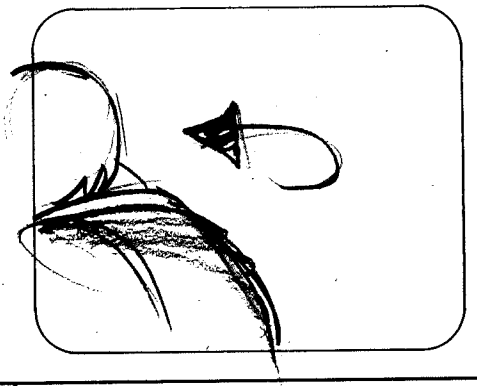
ACTION /	ACTION / RAY WINSTON + SLIMER INTO SC BEHIND OL TURN + START TOWARDS CAM	ACTION / THEY STOP IN SC.	ACTION / CLOSE-2 WINSTON. RAISES FIST
DIALOGUE /	DIALOGUE / RAY! "YOU KNOW, WINSTON, I WAS THINKING..."	DIALOGUE / RAY CONT: "MAYBE LOOSING OUR PROTON PACKS WAS A GOOD THING!"	DIALOGUE / RAY CONT: "MAYBE WE SHOULD DEFEAT THIS THING WITH OUR WITS,
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				36

SCENE 85	TIMING	SCENE 86	TIMING	SCENE CONT	TIMING	SCENE CONT	TIMING



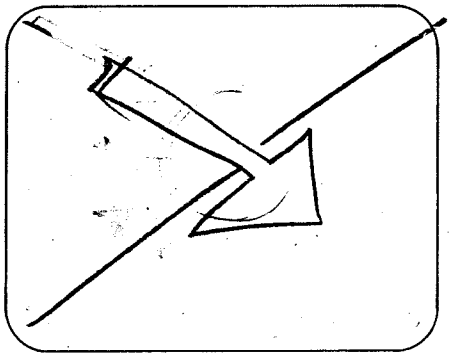


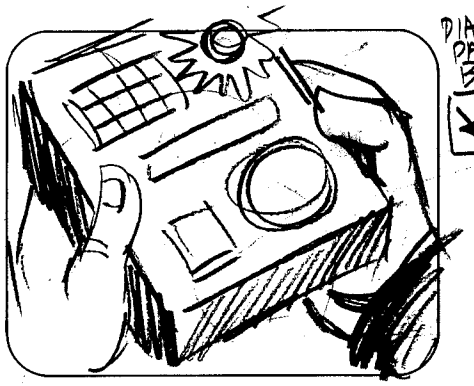
ACTION/ WINSTON LOOKS TO SLIMER, HE GIVES A CRAZY SIGNN.	ACTION/ CLOSER RAY HE SHRUGS.	ACTION/	ACTION/
DIALOGUE/ RAY CONT (VO): OUR COURAGE, OUR IMAGINATION OUR--	DIALOGUE/ RAY! " YOUR RIGHT! "	DIALOGUE/ RAY CONT: "LETS FIND THOSE PROTON PACKS AND BLOW THIS POP STAND!"	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

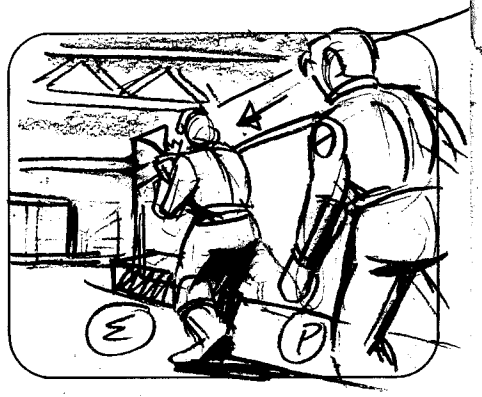
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				37

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	87						88			88A	







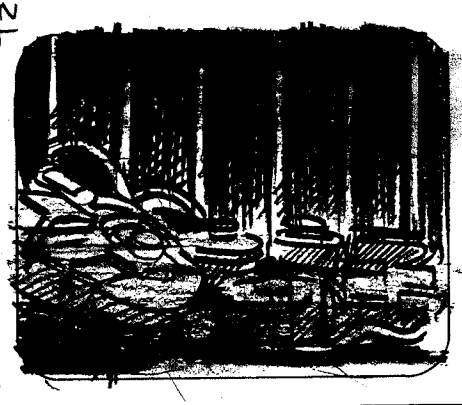
ACTION / RAY, WINSTON + SLIMER AWAY FROM CAM, SLIMERS COWBOY HAT BLOWS OFF TOWARDS CAM, MEGAZOIDS SHADOW INTO SC, AS THEY TURN CORNER RIGHT + O.S.	ACTION / DIAG WIPE TO	ACTION / CU DKE MEETER IT FLASHES,	ACTION / STORAGE AERIA, EGON + PETER ENTER SC,
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / MUSIC STING!	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

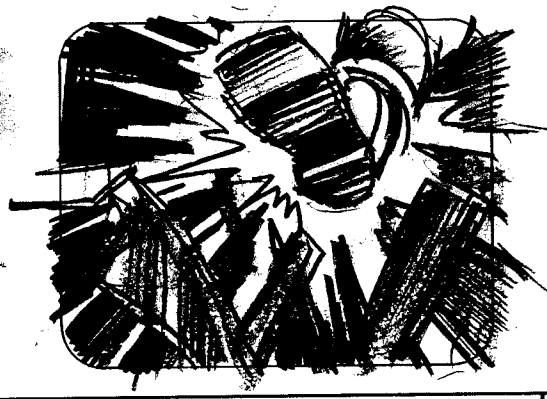
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				38

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	CONT			89			89A			90	

PAN WITH ACTION →



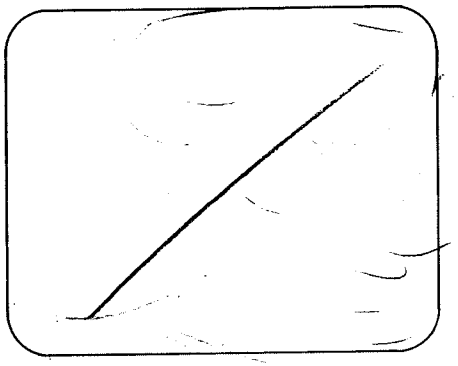


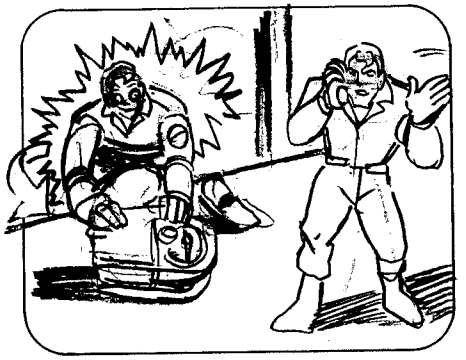
ACTION/ THEY STOP, EGON POINTS TO STORAGE COMPARTMENT	ACTION/ INT STORAGE COMPARTMENT, PROTON PACKS IN FORGROUND. VERY DARK,	ACTION/ FOOT KICKS DOOR IN LIGHT POURS IN,	ACTION/ UP SHOT PETER + EGON....
DIALOGUE/ EGON: "THAT'S IT THEY'VE GOT TO BE IN THERE."	DIALOGUE/	DIALOGUE/	DIALOGUE/ PETER: "NOT BAD IF ONLY YOU COULD DO THAT WITH LOST KEYS, WE COULD
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DiC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				40

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	CONT			91			92			CONT	



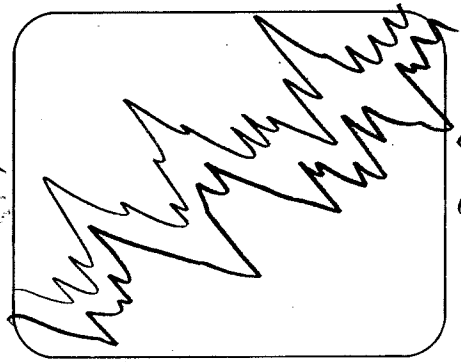


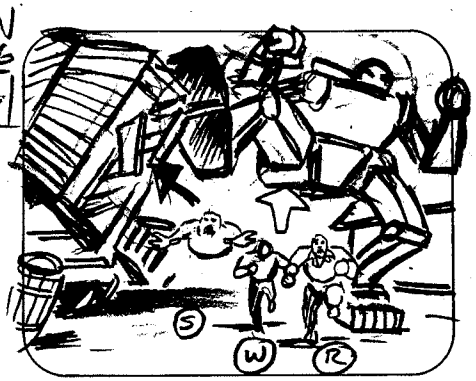
ACTION/ EGON REACHES DOWN TOWARDS CAM,	ACTION/	ACTION/ EGON PULLS A PROTON PACK OUT, PETER TALKS ON WALKIE TALKIE,	ACTION/ EGON REACHES INTO STORAGE COMPARTMENT FOR ANOTHER.
DIALOGUE/ PETER CONT. "... MAKE A FORTUNE!"	DIALOGUE/	DIALOGUE/ PETER: "RAY, WINSTON! WE FOUND EM!	DIALOGUE/ PETER CONT: "WE'LL MEET YOU BACK AT THE FIREHOUSE SET.
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				41

	SCENE 93	TIMING		SCENE	TIMING		SCENE 94	TIMING		SCENE 95	TIMING



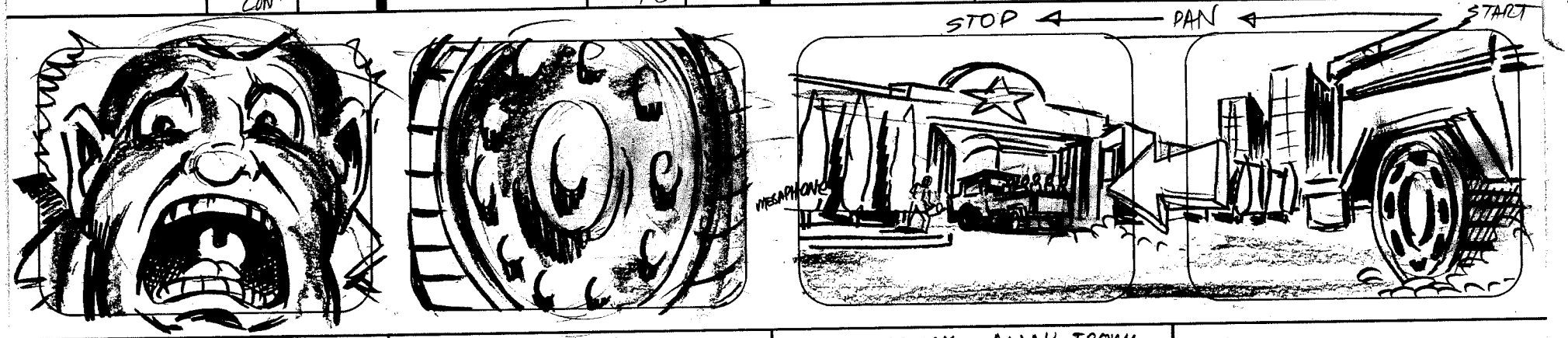


ACTION/ CLOSER PETER HOLDS WALKIE TALKIE,	ACTION/ ELECTRIC WIPE.	ACTION/ WINSTON, RAY + SLIMER RUNNING (CYCLE) FAST PAN- THEY GAIN O.S.	ACTION/ MEGAZOID KICKS WESTERN BUILDING TOWARDS + PAST CAM, WINSTON, SLIMER + RAY RUN TOWARDS CAM, RAY IN LEAD-
DIALOGUE/ PETER CONT: "IF YOU SEE IT, TRY AND GET THE THING TO FOLLOW YOU!"	DIALOGUE/	DIALOGUE/ RAY: "I, UH DONT THINK THAT'LL BE A PROBLEM PETER,	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				4/2

SCENE CONT	TIMING	SCENE 96	TIMING	SCENE CONT	TIMING	SCENE CONT	TIMING



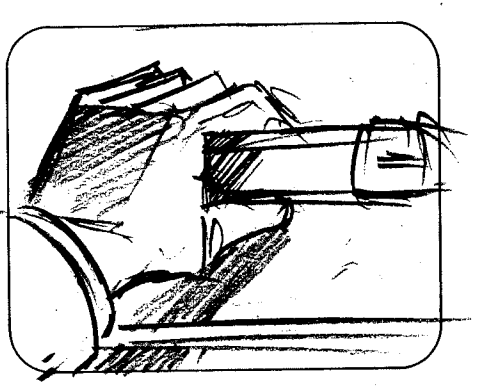
ACTION/ IRAY FILLS CAM INSIDE MOUTH FILLS CAM. (CONT) TONSIL FILLS CAM. BECOMES CIRCLE	ACTION/ TRUCK TIRE FILLS CAM,	ACTION/ TRUCK AWAY FROM CAM, STOPS IN FRONT OF STUDIO	ACTION/ "...WHERE A VERY ANGRY DIRECTOR STANDS
~~DIALOGUE/~~	DIALOGUE/	DIALOGUE/	DIALOGUE/ DIRECTOR "ITS ABOUT TIME YOU GOT HERE!"
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

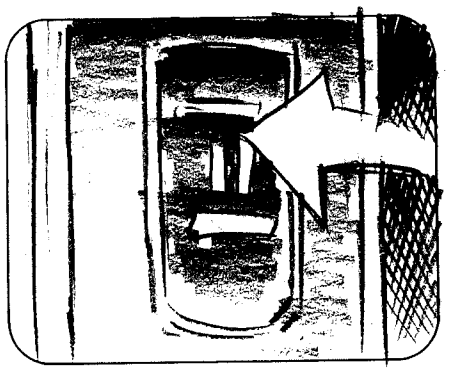
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				4/3

	SCENE 97	TIMING		SCENE 98	TIMING		SCENE 99	TIMING		SCENE CONT	TIMING

MEGAPHONE



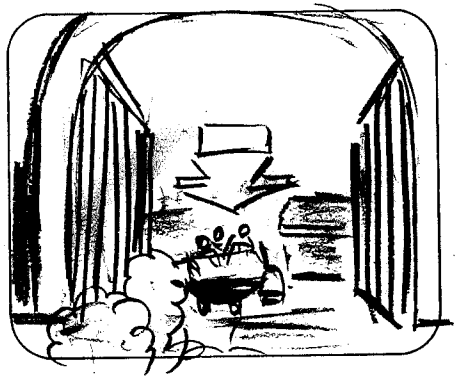


ACTION/ DIRECTOR POINTS INTO CAM, ADVANCES TOWARDS CAM AFTER DIAL.	ACTION/ ON SECURITY TRUCK, DIRECTOR INTO SC REACHES FOR HANDLE GRABS IT.	ACTION/ CU DOOR HANDLE DIRECTOR HOLDS	ACTION/ PULLS DOOR TO CAM, FILLS CAM
DIALOGUE/ DIRECTOR CONT: I'VE GOT A TWO MILLION DOLLAR MEGAZOID IN THERE AND THOSE GHOST BUSTERS ARE GOING TO RUIN IT!	DIALOGUE/ DIRECTOR CONT: "WE'LL STOP THAT THING OUR WAY! WITHOUT DAMAGING IT!	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				4/4

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
100		CONT		101		CONT	

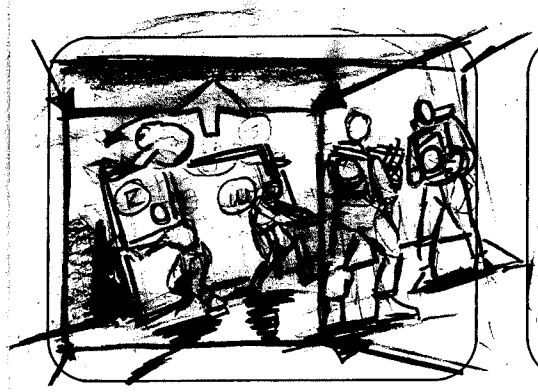


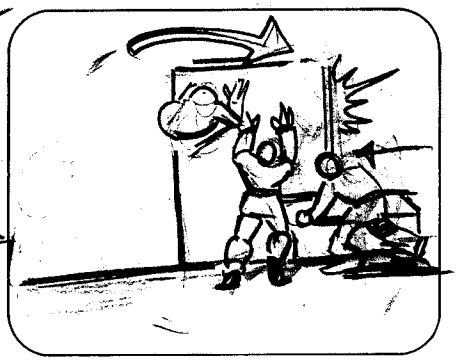
ACTION/ INT CAB OF TRUCK, DIRECTOR UP INTO SC SHOVES SECURITY GUARD,,,	ACTION/ ,,, TOWARDS CAM, GRABS WHEEL.	ACTION/ CU EXHAUST PIPE, IT FIRES.	ACTION/ TRUCK ZOOMS AWAY FROM CAM,
DIALOGUE/ DIRECTOR: "NOW LETS GO!"	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

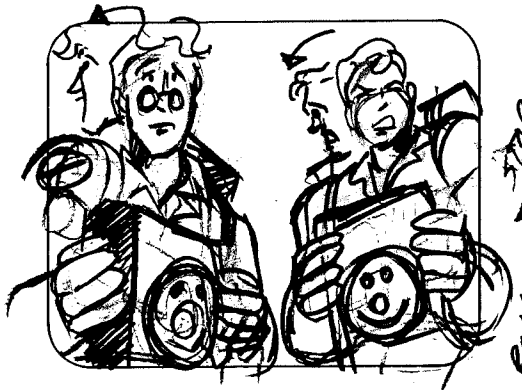
DIC AUDIO VISUAL

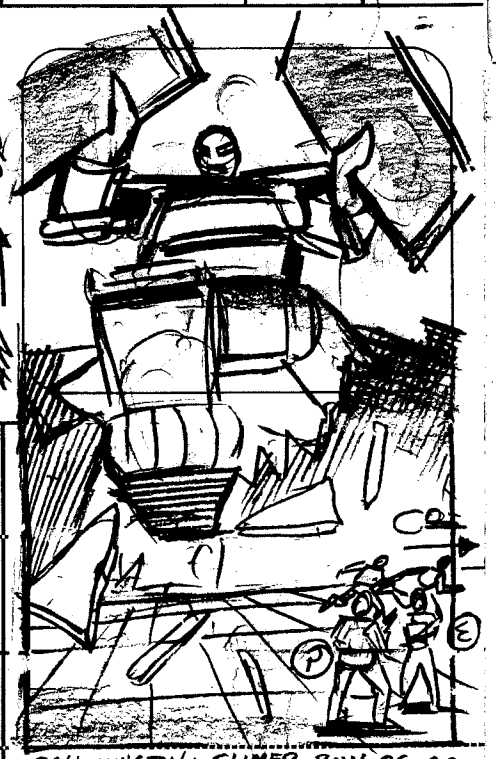
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				45

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	102			CONT			103				









ACTION / EGON + PETER IN FOREGROUND RAY, SLIMER, + WINSTON INTO SC THRU SMALL DOOR IN LARGE 20FT ROLLING DOORS.

EGON + PETER HOLD EXTRA PROTON PACKS

DIALOGUE / PETER: "HEY, GLAD YOU COULD MAKE IT,

SOUND FX /

NOTES /

TIMING /

ACTION / THE CLOSE DOOR, TRY TO BARRICADE IT.

TURN + RUN TOWARDS CAM,

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION / ON EGON + PETER LOOK OS THEY HOLD EXTRA PROTON PACKS,

DIALOGUE / PETER CONT'S: DID YOU FIND YOU-KNOW-WHO?

SOUND FX /

NOTES /

TIMING /

RAY, WINSTON + SLIMER RUN OS AS MEGAZOID SMASHES INTO SC, PAN TO MEGAZOID HOLDING ROOF.

SOUND FX / KERASH!

NOTES /

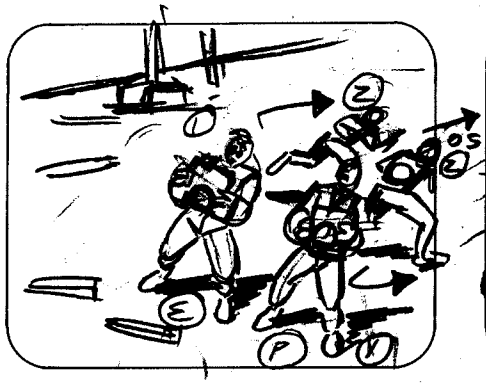
TIMING /

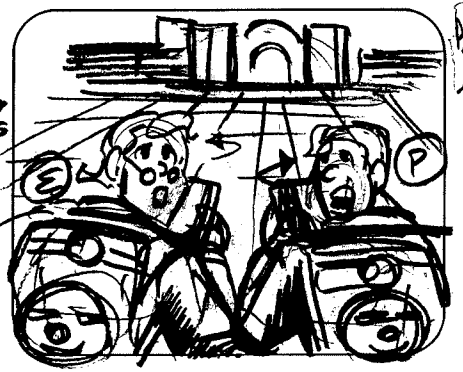
AUDIO VISUAL

MAINTITLE

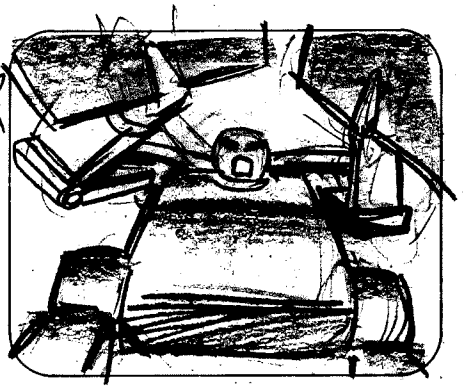
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 46

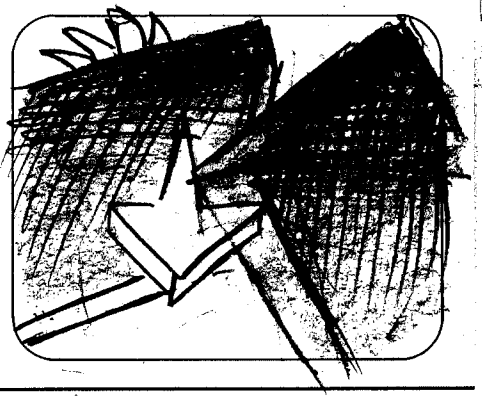
	SCENE 105	TIMING		SCENE 106	TIMING		SCENE 107	TIMING		SCENE	TIMING





ANIM BG TOWARDS CAM



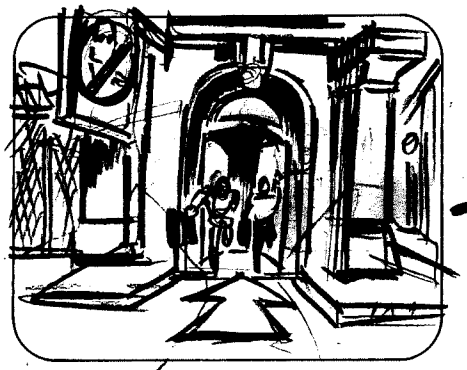


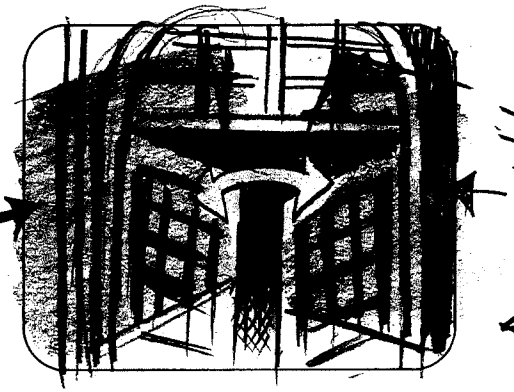
ACTION/ PETER + EGON TURN + RUN O.S, THEY HOLD EXTRA PROTON PACKS	ACTION/ CLOSER EGON + PETER RUNNING, FIRE HOUSE ANIMATES INTO SC	ACTION/ MEGAZOID HOLDS TWO PIECES OF ROOF OVER HIS HEAD,	ACTION/ TOSSES THEM AT CAMERA.
DIALOGUE/ PETER! "ASK A SILLY QUESTION!"	DIALOGUE/ EGON! "TROUBLE!"	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

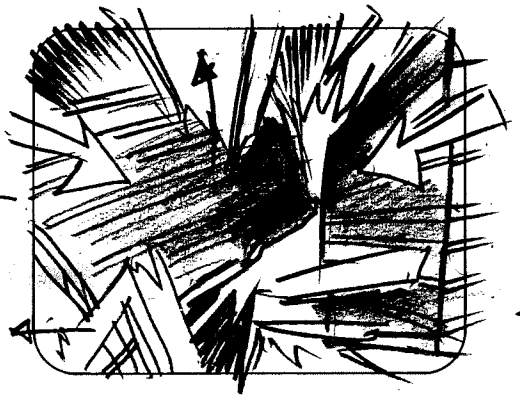
DIC AUDIO VISUAL

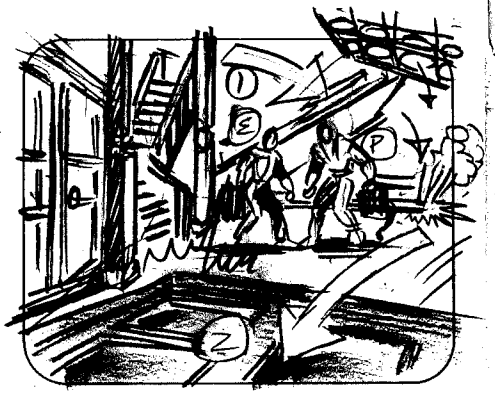
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				47

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	108			109			CONT			110	







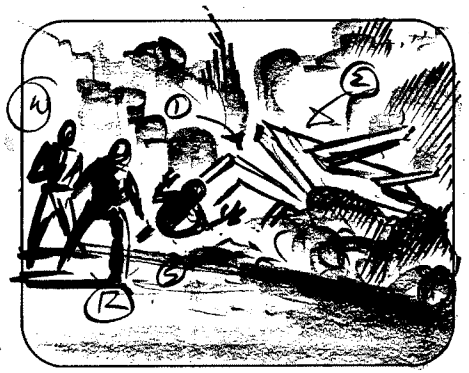


ACTION/ EGON + PETER AWAY FROM CAM INTO FIRE-HOUSE SET.	ACTION/ CU DOORS, THEY SWING AS SHADOWS ENTERS SCENE.	ACTION/ THE TWO WALLS INTO SC, HIT GHOSTBUSTER FIRE STATION SET. PIECES OF SET FLY AT CAM.	ACTION/ INT FIRE STATION SOUND STAGE, WALLS FALL BEHIND THEM + IN FRONT OF THEM. THEY EACH HOLD EXTRA PROTON PACKS
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE / PETER! LOOK OUT BELOW!
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				48

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	CONT			111			112				

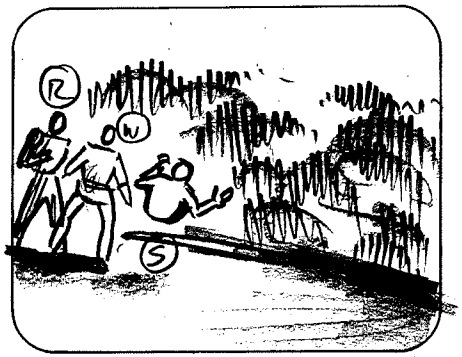


ACTION/ DUST FILLS CAM.	ACTION/ EXT. WINSTON, RAY + SLIMER WATCH AS SET CRUMBLES ON IT'S SELF.	ACTION/ PAN WINSTON, RAY + SLIMER, THEY'RE SHOCKED.	ACTION/
DIALOGUE/	DIALOGUE/	DIALOGUE/ WINSTON: EGON!	DIALOGUE/ SLIMER: (INQUISITIVE SOUNDS)
		RAY: PETER	
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				49

	SCENE 113	TIMING		SCENE CONST	TIMING		SCENE 114	TIMING		SCENE 115	TIMING

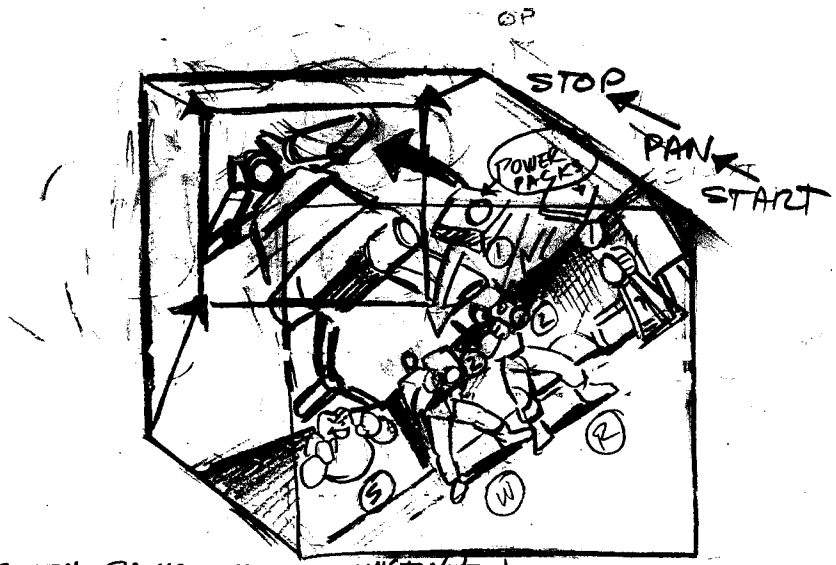


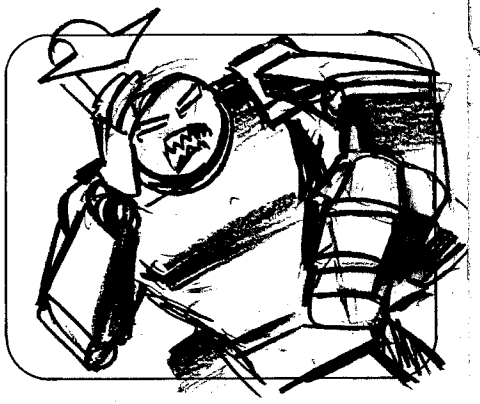
ACTION/ RAY, WINSTON + SLIMER WATCH DUST SETTLE.	ACTION/ DUST SETTELS, WE SEE TWO SILOUETS IN A DOOR WAY.	ACTION/ CLOSER WE SEE IT'S PETER + EGON, THEY HOLD EXTRA PROTON PACKS.	ACTION/ PETER ANTICTS TO TOSS PROTON PACK CONT→
DIALOGUE/	DIALOGUE/ PETER VO: IN CASE OF MONSTER ATTACK!	DIALOGUE/ PETER CONT: "ALWAYS HEAD FOR A DOORWAY. THIS CONCLUDES OUR SAFETY TIP FOR THE DAY	DIALOGUE/ PETER CONT: RAY. NOW-
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				50

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	CONT			116						CONT	





ACTION / PETER TOSSES IT AT CAM

PROTON PACKS INTO SC, WINSTON + RAY CATCH THEM, PAN UP MEGAZOID.

ACTION / POWER PACKS OVER CAM INTO RAY + WINSTONS ARMS SLIMER CHEERS.

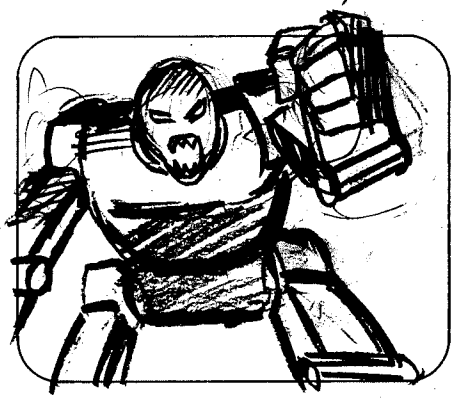
MEGAZOID UP INTO SC HOLDS EARS, LEANS INTO + POINTS AT CAM.

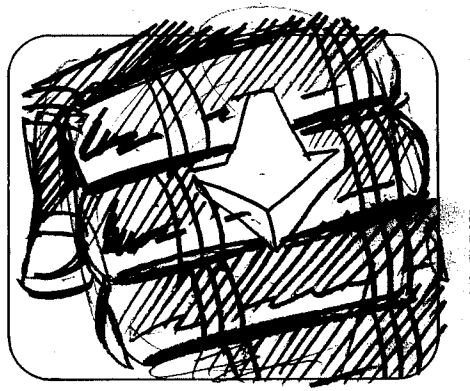
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE / MEGAZOID! "NOISE, TOO MUCH NOISE, BE QUIET!"
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				51

	SCENE 117	TIMING		SCENE 118	TIMING		SCENE 119	TIMING		SCENE	TIMING



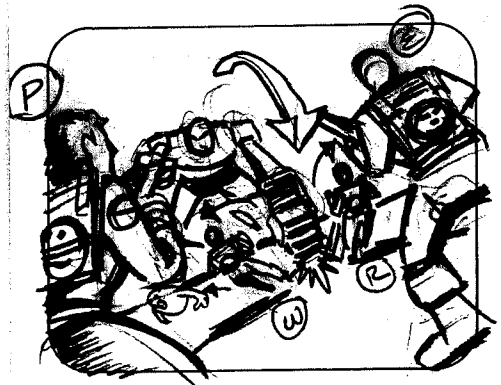


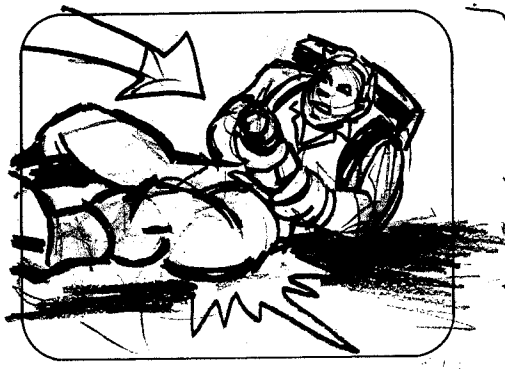
ACTION/ PETER + EGON ARM THEIR PROTON GUNS,	ACTION/ WINSTON + RAY ARM THEIR PROTON GUNS. SLIMER MIMICS THEM.	ACTION/ MEGAZOID ANTICS + SWINGS AT CAM.	ACTION/ FIST FILLS CAM.
DIALOGUE/ PETER! "NOISE? MISTER, YOU AIN'T SEEN NOTHING YET!"	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

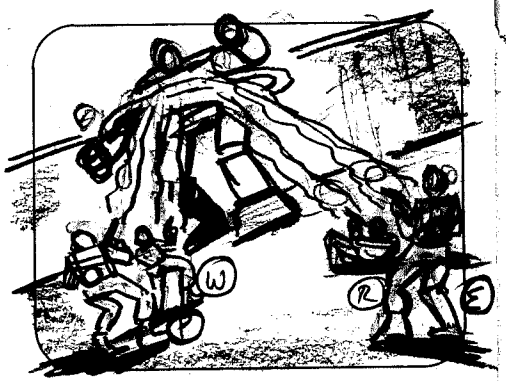
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				52

SCENE 120	TIMING	SCENE 121	TIMING	SCENE CONT	TIMING	SCENE 122	TIMING





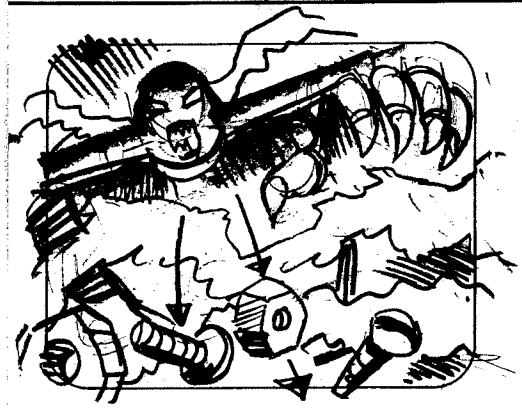


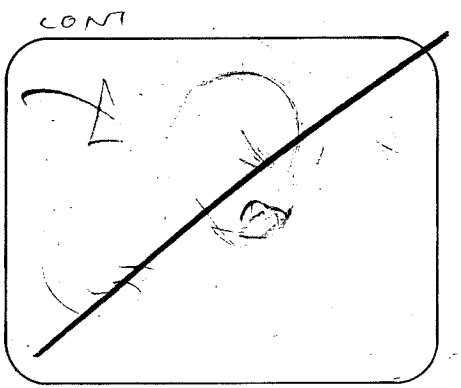
ACTION/ MEGAZOID SLAMS FIST ON GROUND IN FRONT OF RAY + WINSTON, THEY LEAP BACKWARDS, SLIMER OS.	ACTION/ RAY INTO SC HITS GROUND.	ACTION/ FIRES UP OS,	ACTION/ WIDER, MEGAZOID TRAPED IN GHOSTBUSTERS STREAMS
DIALOGUE/	DIALOGUE/ RAY: "OKAY! READY--	DIALOGUE/ RAY CONT: " FIRE!"	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

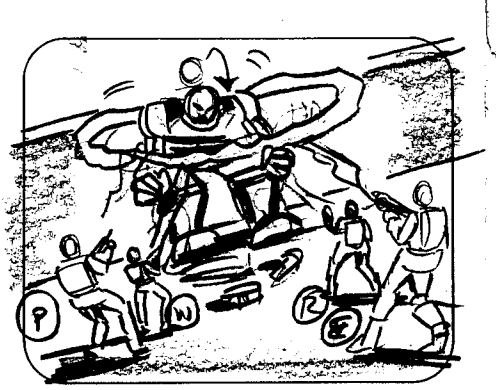
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				53

SCENE 123	TIMING		SCENE CONT	TIMING		SCENE 124	TIMING		SCENE 125	TIMING







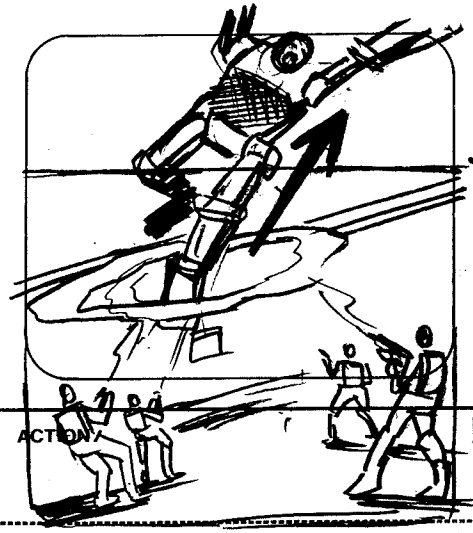
ACTION / CU, MEGAZOID, TRAPED IN STREAMS, NUTS + BOLTS FALL OFF HIM	ACTION /	ACTION / EGON FIRES UP O.S.	ACTION / WIDER, GHOST BUSTERS TRAP MEGAZOID IN STREAMERS, IT ANTICS TO JUMP!!! CONT→
DIALOGUE / EGON(VO): "KEEP FIREING!"	DIALOGUE /	DIALOGUE / EGON: "THE ONLY WAY WE CAN TRAP IT IS TO DRIVE IT OUT OF THAT MACHINE!"	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 54

	SCENE CONT	TIMING		SCENE 126	TIMING		SCENE 127	TIMING		SCENE 128	TIMING



MEGAZOID LEAPS UP OS OUT OF THE RING OF PROTON ENERGY.

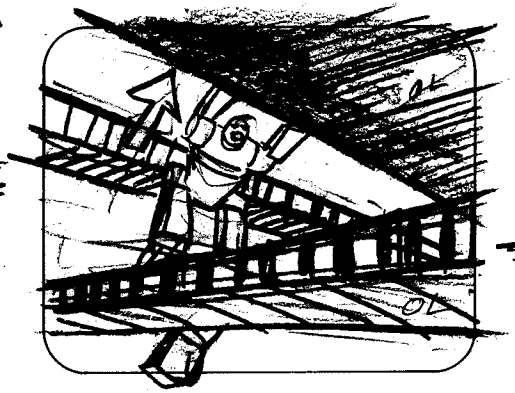
ACTION /

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



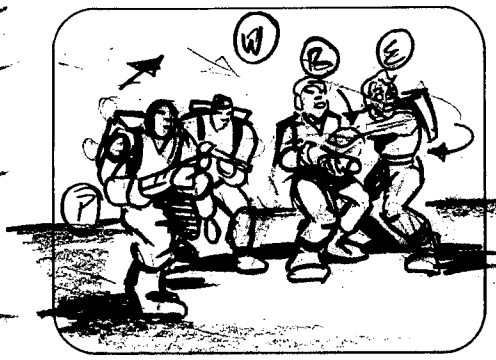
ACTION / MEGAZOID INTO SC + OS, BETWEEN OL + ULS

DIALOGUE / WINSTON, (VO) " ITS UP IN THE CATWALKS! GET IT!

SOUND FX /

NOTES /

TIMING /



ACTION / OUR GROUP LOOKS UP POISED READY TO FIRE, EGON PUTS HAND UP TO STOP THEM.

DIALOGUE / EGON: "NO! FIRE UP THERE AND WE'LL BRING THE WHOLE PLACE DOWN ON US!

SOUND FX /

NOTES /

TIMING /

ACTION / CLOSER RAY + EGON

DIALOGUE / EGON CONT: "WAIT-- LET IT MAKE THE NEXT MOVIE!"

SOUND FX /

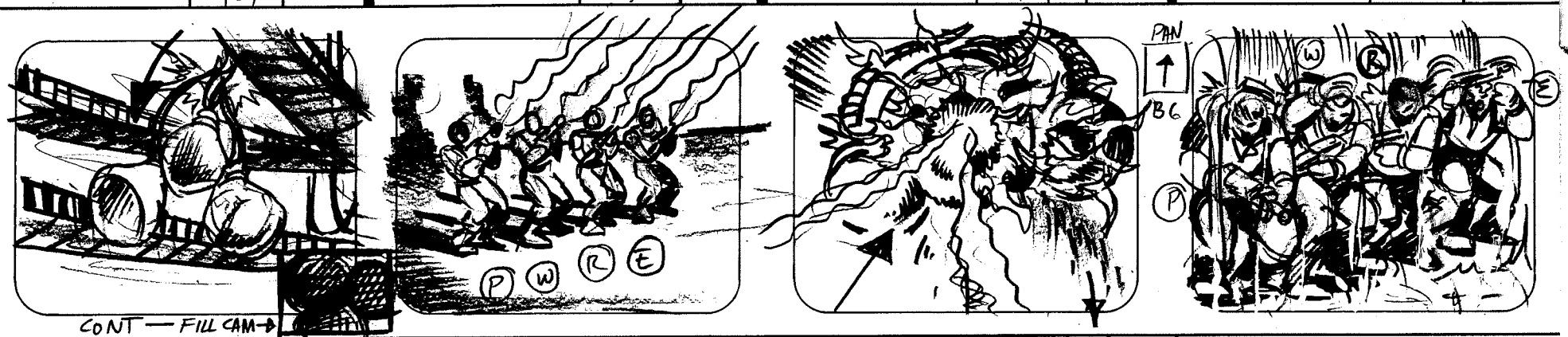
NOTES /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				55

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	129			130	-		131			132	



ACTION/ UPSHOT, CATWALKS, WE DON'T SEE IT, WE HEAR FEET CLOMPING SUDDENLY WE SEE A FLASH SAND BAGS FAN AT CAM.	ACTION/ GHOSTBUSTERS FIRE UP OVER CAM.	ACTION/ PROTON BEAMS INTO SC HITS SAND BAGS. SAND FALLS OUT + INTO CAM,	ACTION/ GHOST BUSTERS SHIELD THEMSELVS FROM SAND AS IT FALLS INTO SC CONT →
DIALOGUE/ RAY !!O! "There! BLAST 'em!"	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 56

SCENE CONT	TIMING	SCENE 133	TIMING	SCENE 134	TIMING	SCENE 135	TIMING

ACTION/ SAND STOPS THEY STRAIGHTEN, DUST THEMSELVES, PETER ARGUES.

DIALOGUE/ PETER: "BLAST 'EM, RAY? WOULDN'T IT HAVE BEEN A LOT EASIER ON OUR WARDROBE JUST TO GET OUT OF THE WAY.

SOUND FX/

NOTES/

TIMING/

ACTION/ RAY GESTURES,

DIALOGUE/ RAY (SHEEPISHLY): "KINDA GOT CARRIED AWAY, I GUESS."

SOUND FX/

NOTES/

TIMING/

ACTION/ CLOSER, EGON LEANS TOWARDS CAM.

DIALOGUE/ EGON: "IF ONLY WE COULD MAKE IT UNDERSTAND THAT IN THE FINAL ANALYSIS WE'RE TRYING TO HELP IT.

SOUND FX/

NOTES/

TIMING/

DIALOGUE: EGON V.O.: "THERE'S NO PLACE QUIETER THAN THE CONTAINMENT UNIT AT HOME!!!

SOUND FX/

NOTES/ PAN MEGAZOID IN CAT WALKS, TRUCK-IN

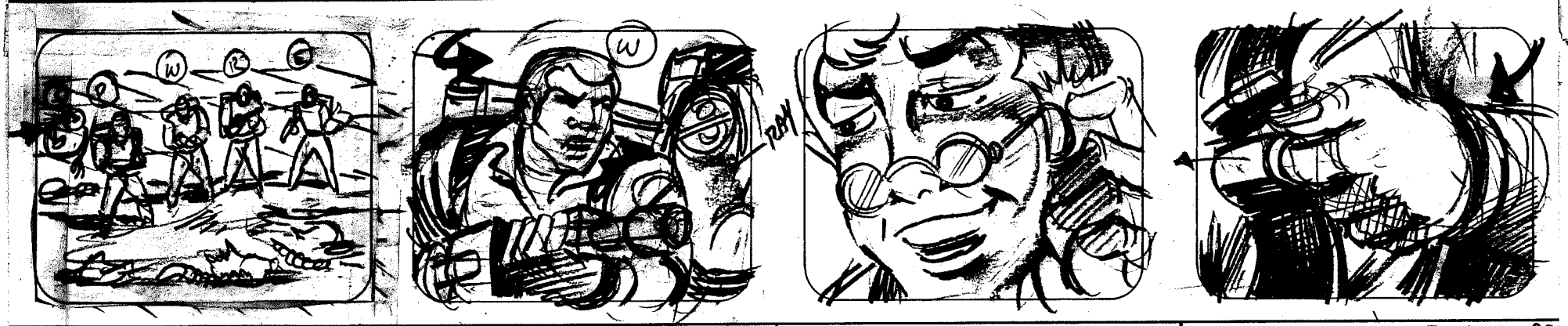
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 57

SCENE 136	TIMING	SCENE 137	TIMING	SCENE 138	TIMING	SCENE 139	TIMING

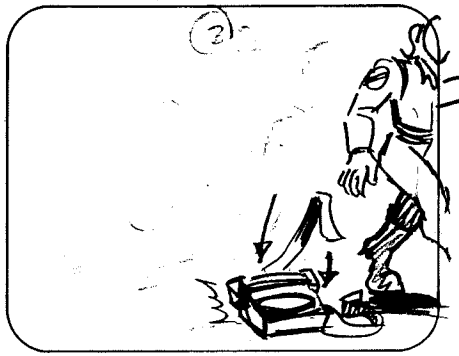


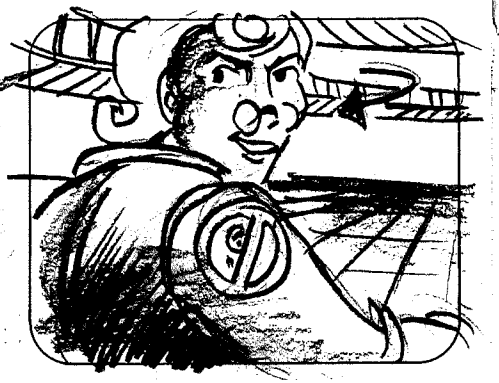
ACTION/ DOWNSHOT 6 HOSTBUSTERS SLIMER INTO SC, STOPS.	ACTION/ CLOSER WINSTON	ACTION/ ECU EGON.	ACTION/ ECU PROTON PACK STRAP EGONS HAND INTO SC UN FASTENS IT.
DIALOGUE/ EGON VO: "IT'D HAVE ALL THE PEACE AND QUIET IT WANTS!"	DIALOGUE/ WINSTON! "MAYBE--BUT HOW DO YOU EXPLAIN THAT TO SOMETHING YOU CAN'T TALK TO BECAUSE IT GETS MAD AT THE NOISE?!!"	DIALOGUE/ EGON! "OF COURSE! THATS IT! WHY DIDN'T I SEE IT EARLIER.	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				58

	SCENE 140	TIMING		SCENE CONT	TIMING		SCENE 141	TIMING		SCENE 142	TIMING



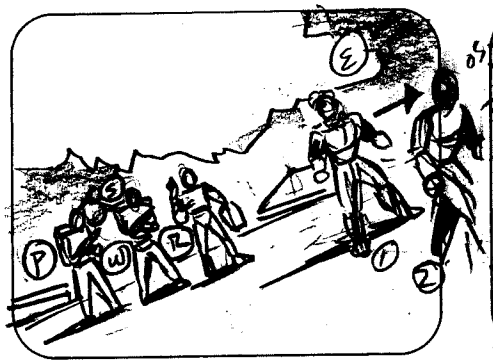


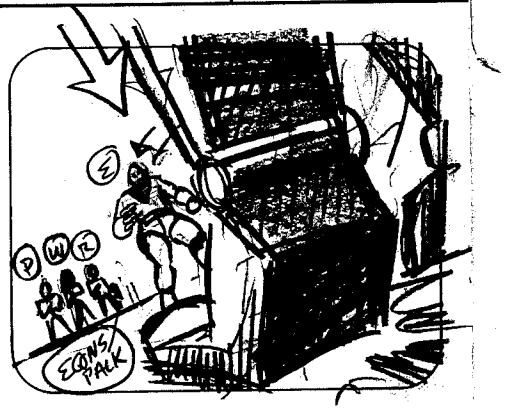
ACTION/ RAY, WINSTON, SLIMER, PETER ALL ASTONISHED BY EGON REMOVING HIS PACK, AS HE STEPS FORWARD + STOPS.	ACTION/ EGON PUTS PACK ON FLOOR, MOVES OS	ACTION/ CLOSER, RAY KNEELS INTO SC, REACHES FOR PACK!	ACTION/ UP SHOT EGON LOOKS BACK.
DIALOGUE/ PETER! EGON? EGON? PUT THAT BACK ON. WHAT DO	DIALOGUE/ PETER CONT: "I THINK YOUR DOING?"	DIALOGUE/ RAY! "THIS IS NO TIME TO GIVE UP EGON!"	DIALOGUE/ EGON! "I'M NOT. BUT IF I'M WRONG, YOUR GOING TO NEED THAT.
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				59

	SCENE 143	TIMING		SCENE 144	TIMING		SCENE 145	TIMING		SCENE 146	TIMING



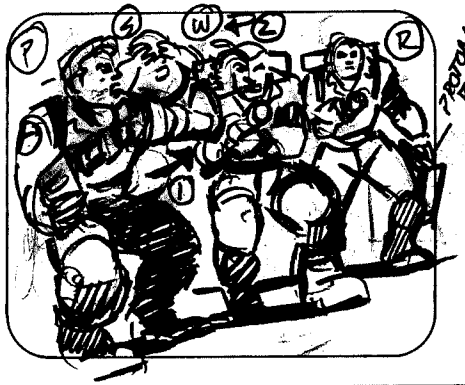


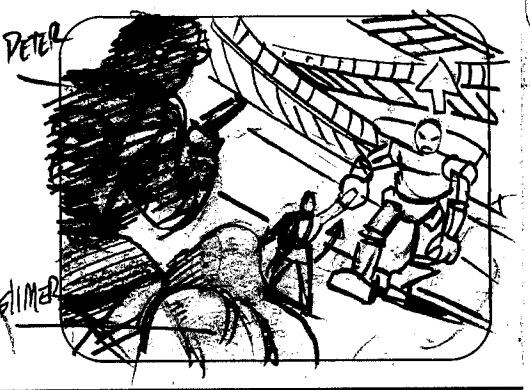
ACTION/ EGON WALKS TOWARDS CAM OS AWAY FROM GROUP.	ACTION/ MEGAZOID IN F.G. EGON INTO SC STOPS.	ACTION/ CU MEGAZOID, IT'S EYES GLOW OMINUSLY.	ACTION/ EGON BACKS UP AS MEGAZOID DROPS INTO SC.
DIALOGUE/ EGON (CONT): "COVER ME-- BUT DON'T DO ANYTHING UNLESS I SAY SO!"	DIALOGUE/ EGON: "OKAY, I'M HERE.	DIALOGUE/ EGON (VO) CONT: I COME ON DOWN!"	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				60

	SCENE 147	TIMING		SCENE 148	TIMING		SCENE 149	TIMING		SCENE 150	TIMING





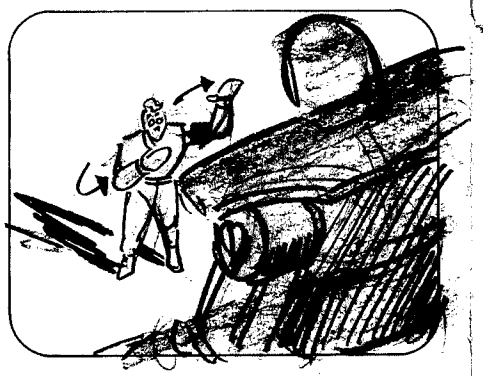
ACTION/ SLIMER COVERS EYES, WINSTON AIMS HIS PROTON GUN PETER PUTS HAND ON BARREL	ACTION/ CLOSER PETER.	ACTION/ ON RAY	ACTION/ WIDER MEGAZOID STEPS TOWARDS EGON. HE RAISES HAND (STOP) MEGAZOID STOPS.
DIALOGUE/ PETER: NO! THE MAN SAID TO WAIT. W'ELL GIVE HIM HIS SHOT.	DIALOGUE/ PETER CONT: "JUST WISH I KNEW WHAT HE WAS PLANING!"	DIALOGUE/ RAY! "I THINK I KNOW IF I'M RIGHT-- IT'S BRILLIANT!"	DIALOGUE/ RAY (VO): I KNEW IT. HE'S USING SIGHN LANGUAGE!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 61

SCENE 151	TIMING	SCENE 152	TIMING	SCENE 153	TIMING	SCENE 154	TIMING



ACTION/ RAY LEANS IN CLOSER TO WILSON + PETER	ACTION/ PETER WITH SLIMER UP INTO SC, ON HIS SHOULDER. LEANS TOWARDS CAM,	ACTION/ WIDER, SLIMER SHIFTS SHOULDERS, WINSTON GESTURES TO RAY!	ACTION/ EGON SIGHTS MEGAZOID.
DIALOGUE/ RAY! THAT WAY HE DOESN'T HAVE TO MAKE ANY NOISE!"	DIALOGUE/ PETER: "WHAT'S HE SAYING?"	DIALOGUE/ WINSTON: "YEAH! I KNEW I SHOULD'VE LEARNED THIS STUFF A LONG TIME AGO.	DIALOGUE/ WINSTON VO: "HE'S SAYING PLEASE TRUST US.
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 62

SCENE 155	TIMING	SCENE 156	TIMING	SCENE 157	TIMING	SCENE 158	TIMING

ACTION/ EGON SIGHNS sleep.

DIALOGUE/ "RAY CONT VO!" WE CAN GIVE YOU THE SILENCE YOU WANT.

SOUND FX/

NOTES/

TIMING/

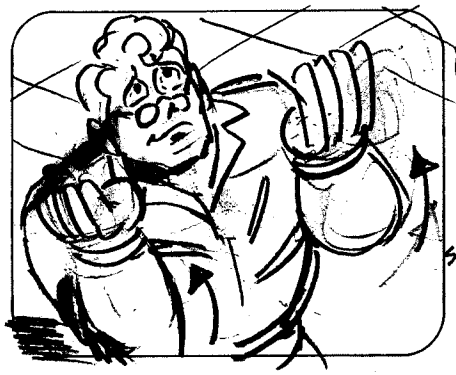
ACTION/ UPSHOT MEGAZOID EYES GLOW,

DIALOGUE/

SOUND FX/

NOTES/

TIMING/



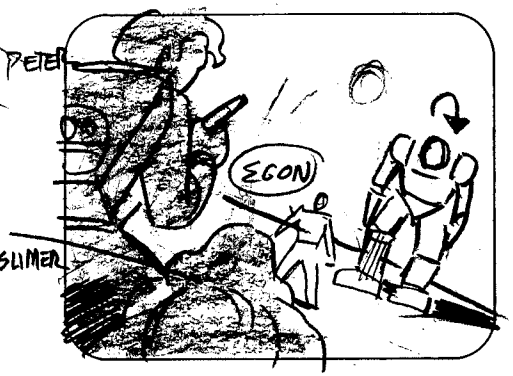
ACTION/ EGON MOTIONS TO MEGAZOID,

DIALOGUE/ "RAY CONT VO!" COME OUT AND LET US HELP YOU!

SOUND FX/

NOTES/

TIMING/



ACTION/ MEGAZOID SLUMPS....

DIALOGUE/

SOUND FX/

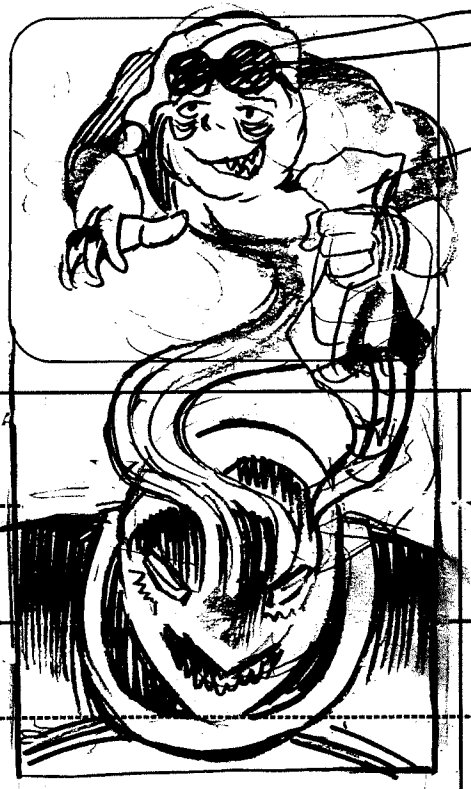
NOTES/

TIMING/

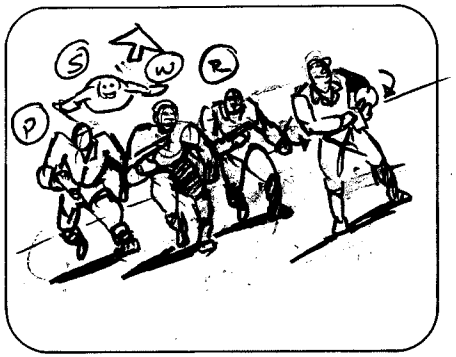
AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				63

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	159			CONT			160			161	



NIGHT ~~HAT~~
NIGHT ~~GLASSES~~.
CLUTCHING HIS BLANKIE!

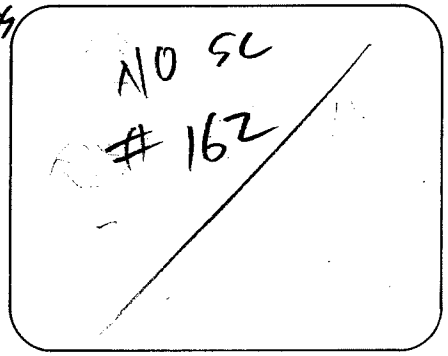


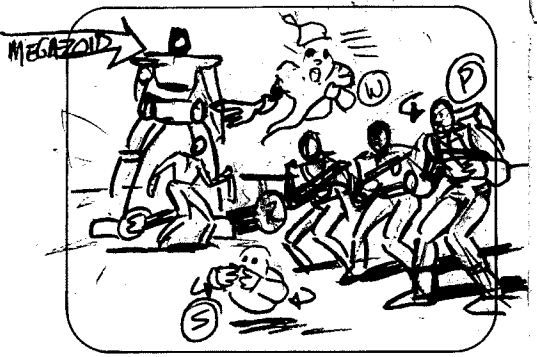
	ACTION/ EYES OF MAGAZOID DIM- SLOWLY MIST EXCAPES, + FORMS OUR SLEEPING GHOST. IT RELAXES	ACTION/ REST OF GHOST BUSTERS TIP-TOE TOWARDS CAM, EXCEPT RAY--HE STRIDES.... EGON REACHES FOR TRAP ON HIS BELT,	ACTION/ RAY BEEMING.
	DIALOGUE/	DIALOGUE/	DIALOGUE/ RAY! WE--
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

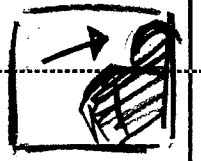
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				64

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	CONT			162			163			164	



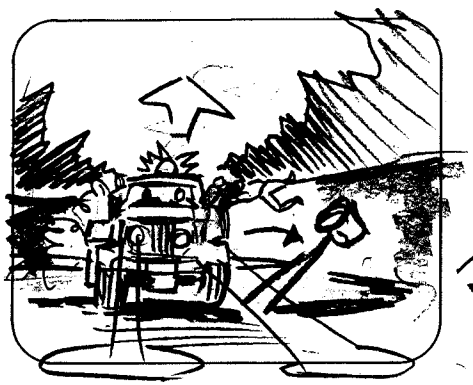


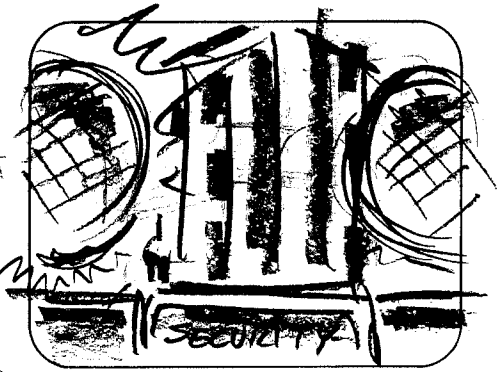
ACTION/ WINSTON + PETER'S HANDS INCLUDING SLIMER'S, COVER HIS MOUTH	ACTION/	ACTION/ EGON HOLDS GHOST TRAP TO CAM. HE EXITS OS TOWARDS CAM. 	ACTION/ EGON TURNS, GHOST + GHOSTBUSTERS TURN + TAKE, FLASHING RED LIGHTS INTO SC
DIALOGUE/	DIALOGUE/	DIALOGUE/ EGON: (BARELY A WHISPER) OKAY, WE'LL NEED ABSOLUTE QUIET FOR THE NEXT TEN SECONDS.	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/ SIRENS START FAINT GET LOUDER.	SOUND FX/ SIRENS —
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

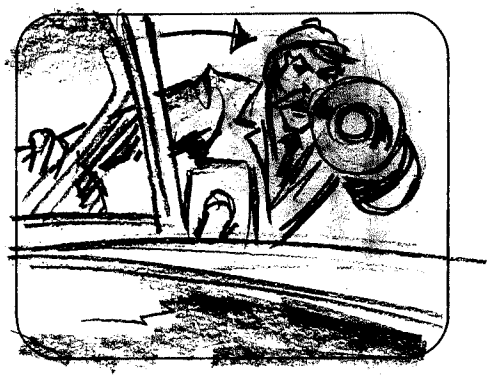
DIC AUDIO VISUAL

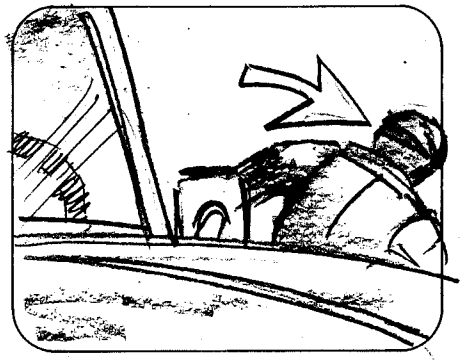
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				65

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
165		CONT		166		CONT	









ACTION / TRUCK WITH SECURITY GUARDS, SOME FALLING OUT RACES TOWARDS CAM,

DIALOGUE /

SOUND FX / SIREN

NOTES /

TIMING /

ACTION / HEAD LIGHTS FILL CAM,

FLARE →

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION / CU CAB OF TRUCK, DIRECTOR INTO SC, SPEAKS INTO A MEGAPHONE,

DIALOGUE / DIRECTOR! "THERE IT IS, THERE'S MY MACHINE!"

SOUND FX /

NOTES /

TIMING /

ACTION / JUMPS DOWN....

DIALOGUE /

SOUND FX /

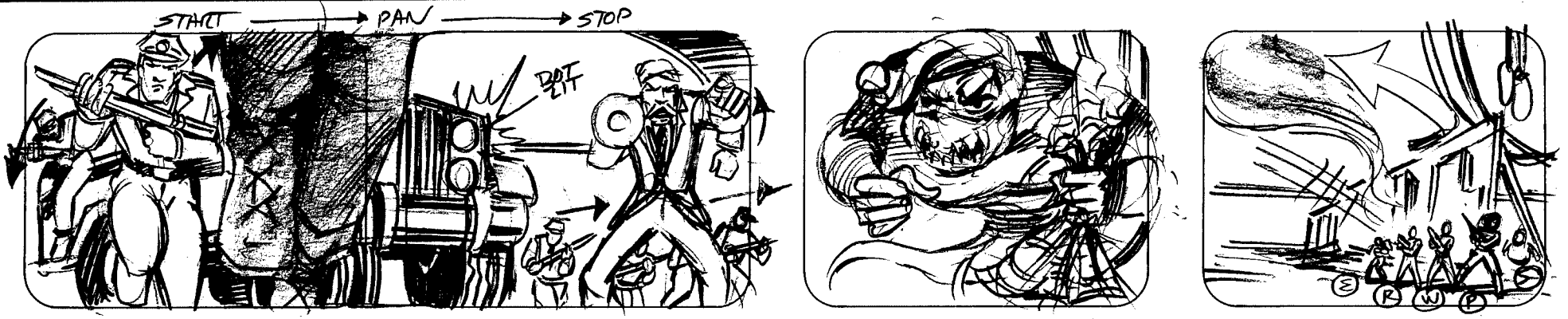
NOTES /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	167						168			CONT	

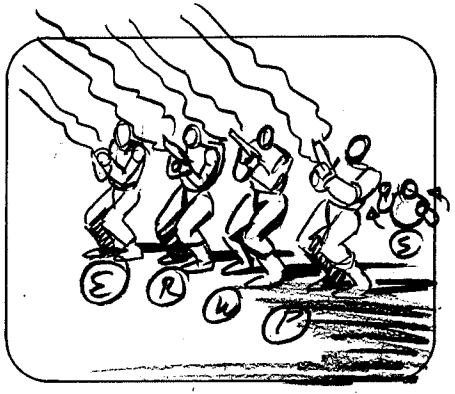


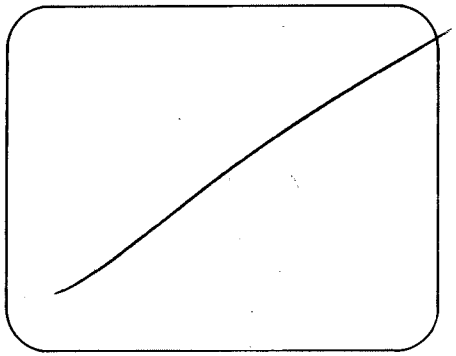
ACTION/ SECURITY GUARDS JUMP OUT OF TRUCK + RUN TOWARDS + OVER CAM PAN TO DIRECTOR WITH MEGA PHONE, SECURITY GUARDS RUN THRU SC BEHIND HIM.	ACTION/	ACTION/ OUR GHOST SNARLS	ACTION/ ZIPS O.S. REVEALING OUR GHOST BUSTER CREW. EGON SLIPS ON PROTON PACK
DIALOGUE/ (VO) DIRECTOR: (TOP OF HIS LUNGS) "PROTECT IT FROM THAT THING!"	DIALOGUE/ DIRECTOR: (TOP OF HIS LUNGS.) "GET IT!"	DIALOGUE/	DIALOGUE/
SOUND FX/ LOTS OF SECURITY GUARD FOOT STEPS, AMPLIFIED.	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

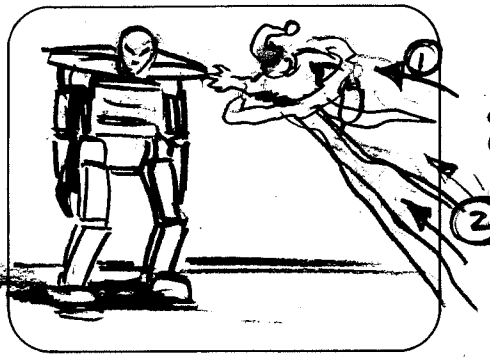
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				67

	SCENE 168	TIMING		SCENE CONT	TIMING		SCENE 169	TIMING		SCENE 170	TIMING







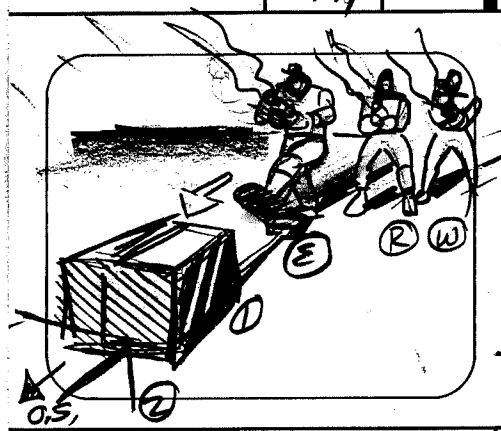
ACTION/ GHOST BUSTERS ARM PROTON GUNS...	ACTION/	ACTION/ GHOST INTO SC AWAY FROM CAM TOWARDS MEGAZOID, PROTON BEAMS INTO SC, TRAPPING IT!	ACTION/ CLOSER GHOST STRUGLES IN PARTICLE BEAMS.
DIALOGUE/ EGON: "CRUMBS! OKAY, FIRE!"	DIALOGUE/	DIALOGUE/	DIALOGUE/ ANGRY GHOST SOUNDS—
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

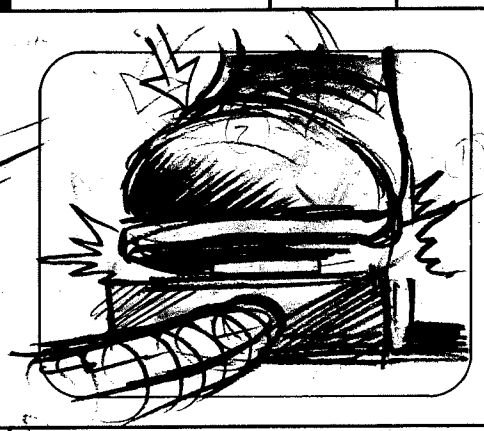
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 68

SCENE 171	TIMING	SCENE 172	TIMING	SCENE 173	TIMING	SCENE CONT	TIMING





ACTION/ EGON KICKS TRAP OS TOWARDS CAM.

DIALOGUE/ EGON! KEEP IT STEADY! JUST ANOTHER--

SOUND FX/ SCRAPE ~~ X

NOTES/

TIMING/

ACTION/ CU EGON STOMPS ON FOOT PEDAL.

DIALOGUE/ EGON CONT VO: "-- SECOND!"

SOUND FX/ SLAM! CLICK.

NOTES/

TIMING/

TIMING/

ACTION/ TRAP OPENS, IRRADESCENT BRILLIANCE ARCHING UP IN INVERSE PYRAMID OF LIGHT. GHOST IS CAUGHT IN T, SUCKED DOWN O.S.

DIALOGUE/

SOUND FX/

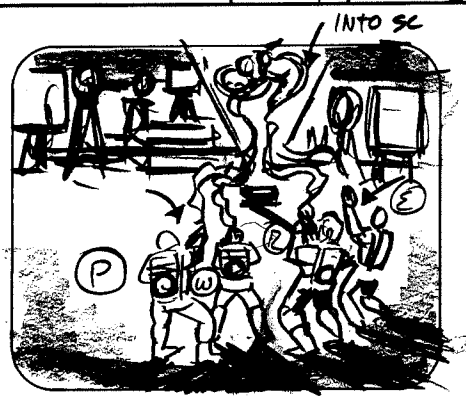
NOTES/

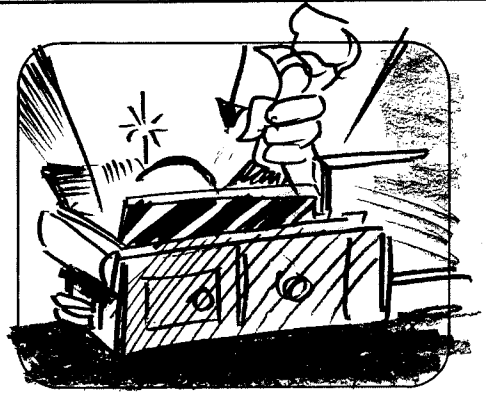
TIMING/

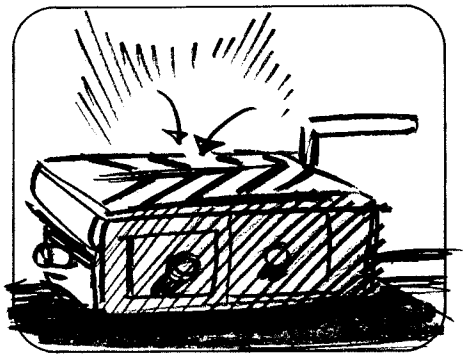
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				69

	SCENE 174	TIMING		SCENE 175	TIMING		SCENE CONT	TIMING		SCENE 176	TIMING





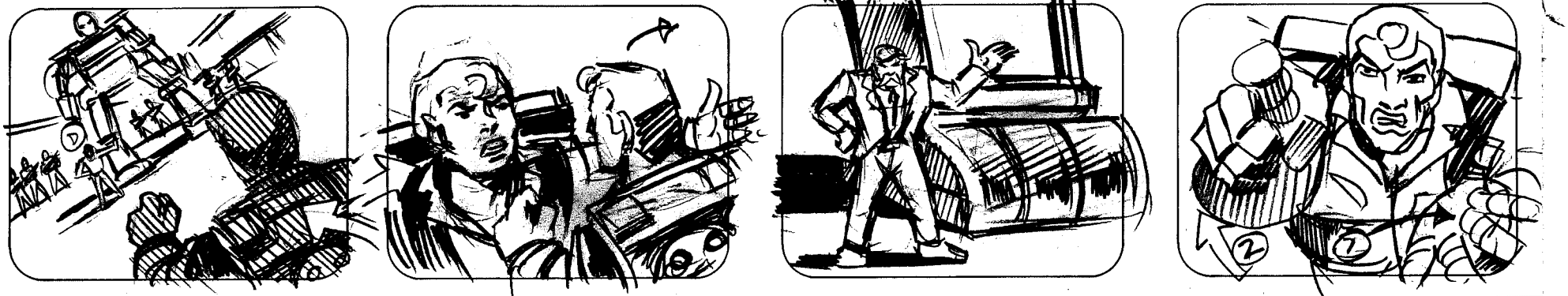


ACTION/ WIDER GHOST BUSTERS GUIDE GHOST INTO TRAP.	ACTION/ GHOST HOLDING BLANKET INTO TRAP.	ACTION/ IT SLAMS SHUT	ACTION/ PETER ROLLS UP SLEVE PREPARE INE TO FIGHT, EGON WALKS OVER TO TRAP
DIALOGUE/ EGON! "STEADY, STEADY!"	DIALOGUE/	DIALOGUE/	DIALOGUE/ PETER! "ONE PAIN IN THE NECK DOWN, ONE TO GO!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				70

	SCENE 177	TIMING		SCENE CONT	TIMING		SCENE 178	TIMING		SCENE 179	TIMING

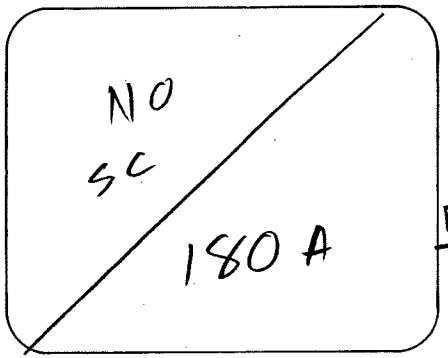


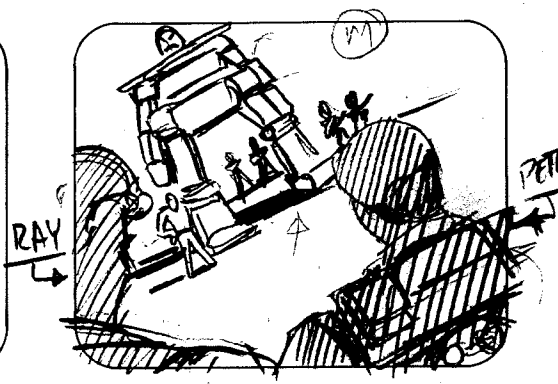
ACTION/ DIRECTOR + STANDS BY MEGAZOID.	ACTION/ RAY INTO SC, STOPS PETER.	ACTION/ DIRECTOR BY MEGAZOID	ACTION/ PETER POINTS AT CAM, GESTURES O.S.
DIALOGUE/	DIALOGUE/ RAY/ "DON'T DO IT PETE. HE'S NOT WORTH IT!"	DIALOGUE/ DIRECTOR/ "I HAD TO PROTECT MY INVESTMENT! THIS MACHINE IS WORTH TWO MILLION DOLLARS.	DIALOGUE/ PETER/ "YEA, WELL THESE GUYS COULDVE BEEN HURT IN THE PROCESS, DID YOU EVER THINK OF THAT?"
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

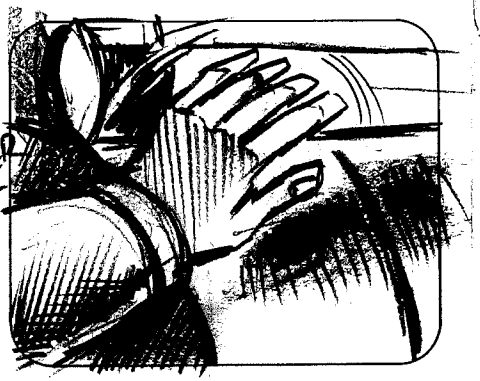
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				71

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	180						181			182	





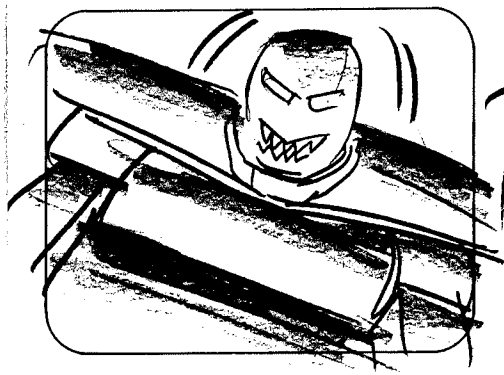


ACTION/ DIRECTOR SHRUGS	ACTION/ SCRIPT SC # 210	ACTION/ DIRECTOR MOTIONS TO MEGAZOID.	ACTION/ CU DIRECTOR PATS MEGAZOID.
DIALOGUE/ DIRECTOR: "DETAILS. I'VE A MOVIE TO MAKE, AND WE MUST STAY ON SCEDULE.	DIALOGUE/	DIALOGUE/ DIRECTOR CONT: "FOR THAT I NEED MY MACHINE-!"	DIALOGUE/ DIRECTOR CONT(VO): "...IN ONE PIECE!"
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				72

	SCENE 183	TIMING		SCENE 184	TIMING		SCENE CUT	TIMING		SCENE 185	TIMING

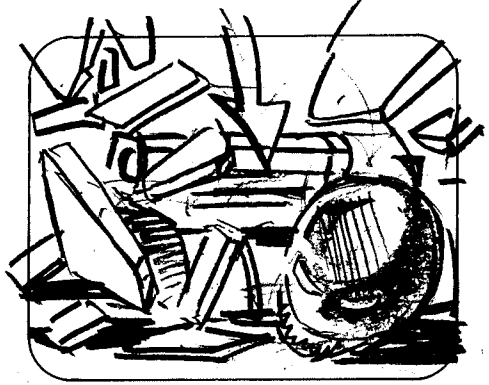


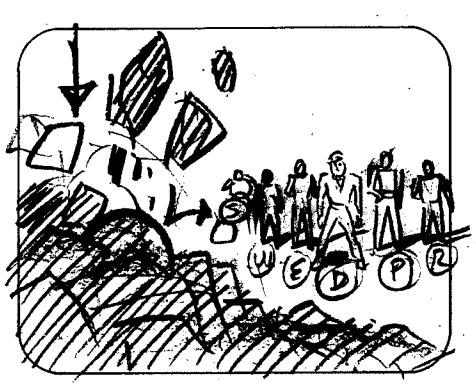
ACTION / MEGAZOID TEETERS + TOTTERS	ACTION / WINSTON TAKES,	ACTION / HE RUNS O.S.	ACTION / EVERYBODY RUNS OS TOWARDS CAM OR PAST CAM AS ME GAZOID BREAKS UP.
HEAD FALLS OFF TOWARDS CAM			
DIALOGUE /	DIALOGUE / WINSTON! "LOOK OUT!	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				73

SCENE 186	TIMING	SCENE CONT	TIMING	SCENE 187	TIMING	SCENE 188	TIMING



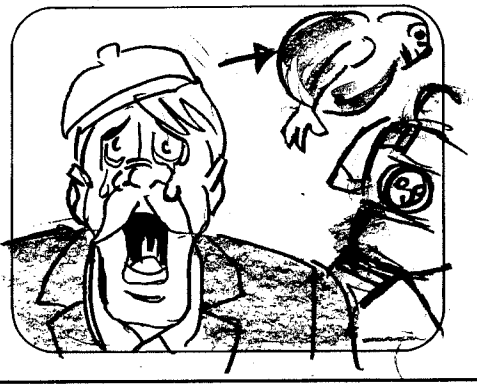


ACTION/ CU FLOOR PIECES OF MEGAZOID FALL INTO SC, HIT FLOOR,	ACTION/ PIECES CONTINUE TO FALL, GET SLOWER,	ACTION/ PIECES CONTINUE FALLING ONLY A COUPLE NOW,	ACTION/ CLOSE UP PETER PATS DIRECTOR ON BACK
DIALOGUE/	DIALOGUE/	DIALOGUE/ DIRECTOR; "MY MOVIE-- MY FORTUNE...!	DIALOGUE/ PETER; "HM KINDA REMINDS ME OF YOUR LAST MOVIE!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				74

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	CONT			CONT			CONT				



WIPE TO

ACTION/ DIRECTOR FROZEN IN SHOCK, PETER MOVES OS.	ACTION/ WINSTON STEPS INTO SC, TURNS TO DIRECTOR	ACTION/ DIRECTOR CRYING, STILL FROZEN AS WINSTON EXITS SC, SLIMER THRU SC OS,	ACTION/
DIALOGUE/	DIALOGUE/ WINSTON: HEY, CHEER UP. MAYBE WE'LL SEND YOU A COUPLE OF TICKETS TO SEE OUR MOVIE WHEN IT COMES OUT.	DIALOGUE/ SLIMER: "LETS GO!"	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				75

SCENE 189	TIMING	SCENE	TIMING	SCENE 190	TIMING	SCENE 191	TIMING
	C						

ACTION/ EXT RADIO CITY MUSIC HALL SPOT LIGHTS ILLUMINATE STREET. CROWDS SURROUND THE THEATRE TRUCK IN ON REPORTER

DIALOGUE/ NEWS REPORTER (VO) "I KNOW WERE RUNNING OUT OF TIME, SAM, IN FACT THE PREMIER OF THE GHOST BUSTERS MOVIE STARTED THIRTY SECONDS AGO!!!!"

SOUND FX/ CROWD/ (GHOST BUSTERS CHANT

NOTES/

TIMING/

ACTION/ NEWS REPORTER GESTURES TO CAM.

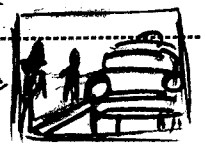
DIALOGUE/ NEWS REPORTER; SO I'M SURE THEY'LL BE HERE ANY SECOND, IF YOU CAN JUST

SOUND FX/ CROWD;

NOTES/

TIMING/

ACTION/ ECTO (1) PULLS UP TO THE CURB, STOPS IN FRONT OF NEWS REPORTER →



DIALOGUE/ NEWS REPORTER CONT'D: "HOLD ON! -- WHAT!"

SOUND FX/

NOTES/

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			76	

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	192			193			CONT			194	

ACTION/ CLOSER NEWS REPORTER + ECTO 1, DOORS OPEN, EGON GETS OUT,

DIALOGUE/ NEWS REPORTER; "IT'S EGON!!!!

SOUND FX/

NOTES/ GHOST BUSTERS IN TUX'

TIMING/

ACTION/ EGON' TOWARDS CAM + PAST OS, REPORTER TURNS TO HIM,

DIALOGUE/ NEWS REPORTER! WOULD YOU SAY--

SOUND FX/

NOTES/

TIMING/

ACTION/ RAY UP INTO SC HOLDS SMOKING TRAP, PATS REPORTER ON SHOULDER,

DIALOGUE/ RAY! "SORY TO BE LATE FOR THE PREMIER OF OUR OWN MOVIE, BUT WE RAN ACROSS FOUR FULL TORSO VAPORS, AND WE--

SOUND FX/

NOTES/

TIMING/

ACTION/ REPORTER SLUMPS, MOVES OS AFTER DIAL,

DIALOGUE/ REPORTER! "FORGET IT. WEIRE OFF THE AIR. I CAN'T BLIEVE YOU DID IT TO ME AGAIN, I'M GOING HOME NOW. GOOD NIGHT!"

SOUND FX/

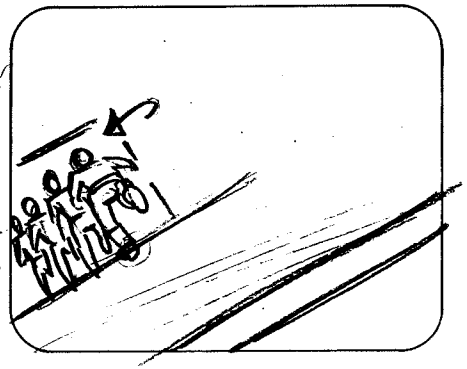
NOTES/

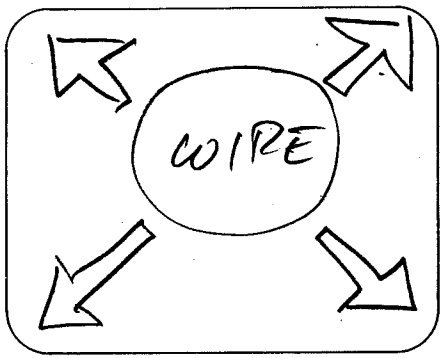
TIMING/

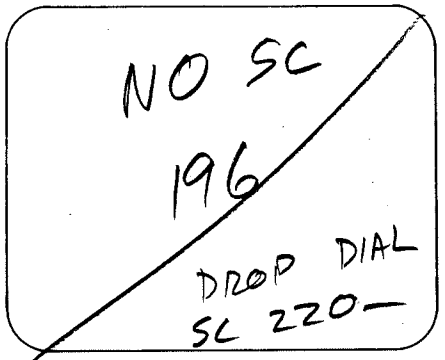
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				77

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	195			CONT						196	





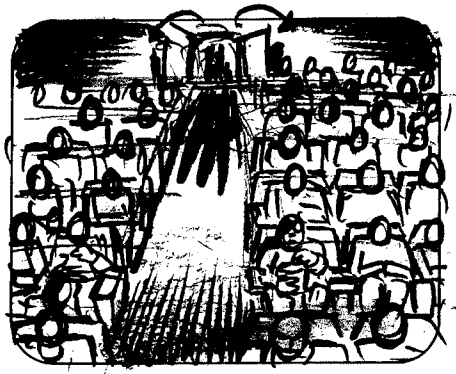


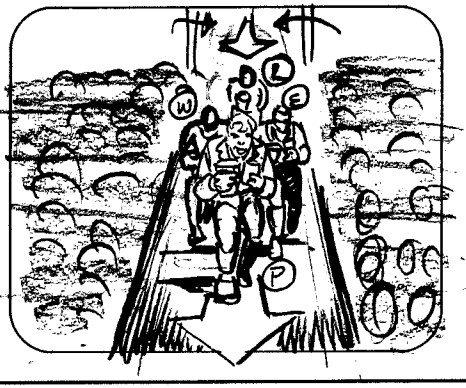
ACTION / NEWS REPORTER MOVES OS, PETER WAVES,	ACTION / TURN + RUN AWAY FROM CAM.	ACTION /	ACTION /
DIALOGUE / PETER: "THE PRICE OF FAME, GUYS! NOW LETS GO!	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / CROWD, GHOST BUSTERS CHANT,	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

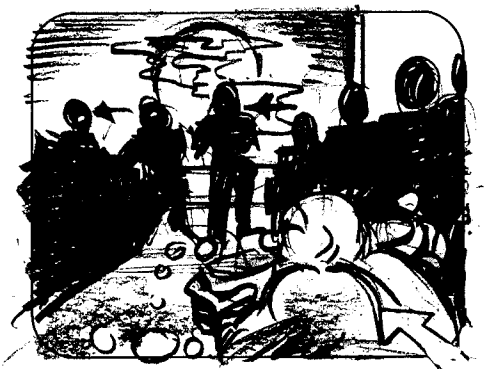
DIC AUDIO VISUAL

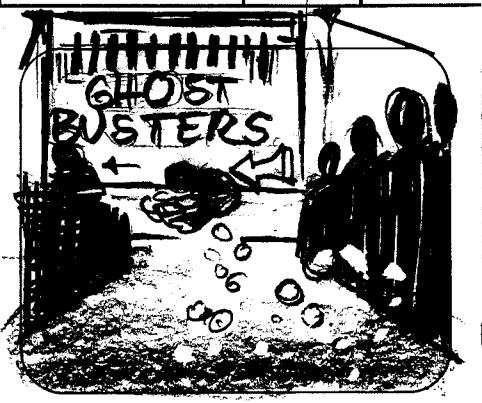
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				78

SCENE 197	TIMING		SCENE CONT.	TIMING		SCENE 198	TIMING		SCENE CONT	TIMING









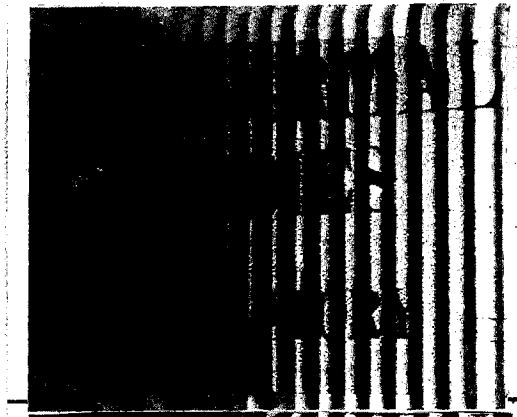
ACTION/ INT MOVIE THEATRE DOORS OPEN, GHOST BUSTERS TOWARDS CAM ,,,, ROOM	ACTION/ ROOM GOES DARK AGAIN GHOST BUSTERS CONTINUE TOWARDS CAM	ACTION/ GHOST BUSTERS FILE INTO FROONT ROW SEATS	ACTION/ SLIMER AWAY FROM CAM, FOLLOWS GHOST BUSTERS, DROPS SOME POPCORN
BRIGHTENS WITH OPEN DOOR, DOORS CLOSE	THEY HOLD POPCORN + COKES.	INTER CUT TITLE SEQ FROM MOVIE. GHOST FORMS ON LOGO SLIMER INTO SC WITH LOTS OF POPCORN	LOGO AWAY FROM CAM REVEALS UNIVERSITY COURT YARD TRUCK IN ON SCREEN.
DIALOGUE/ LIBRARIAN (ON SCREEN) VO: SCREEAM!	DIALOGUE/	DIALOGUE/ GHOST BUSTERS THEME. FROM MOVIE	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/ INTENSE LIGHT EFX	NOTES/	NOTES/ INTENSE LIGHT EFX.	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

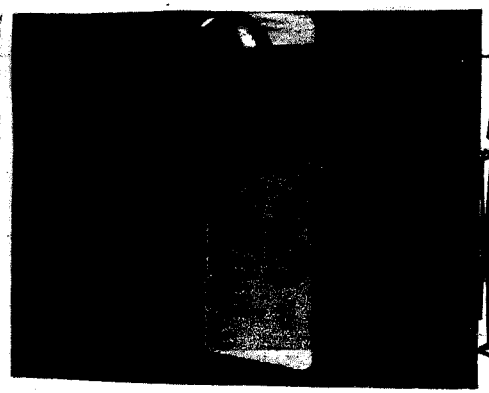
DIC AUDIO VISUAL

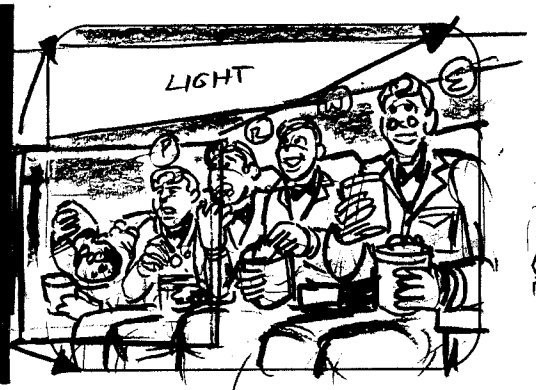
MAINTITLE

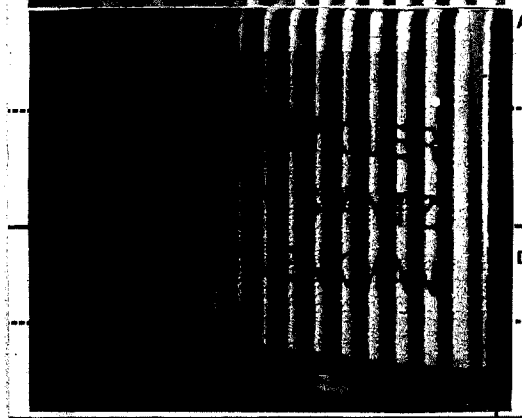
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 79

SCENE 199	TIMING	SCENE CONT	TIMING	SCENE 200	TIMING	SCENE 201	TIMING









ACTION/ CLOSER ON SCREEN, CONT, ACTUAL FOOTAGE FROM MOVIE. PAN DOOR TO NAMES OF GHOST BUSTERS ON DOOR. PAN TO DOOR KNOB.

DIALOGUE/ PETER (VO) (ON SCREEN): OKAY, NOW I'M GOING TO TURN OVER THE NEXT CARD--

ACTION/ GHOST BUSTERS IN THEATRE EATING POP CORN, SLIMER DUMPS WHOLE BOXES INTO MOUTH.

DIALOGUE/ PETER (VO) ON SCREEN: "... AND I WANT YOU TO TELL ME WHAT IT IS!

ACTION/ PETER TURNS TO CAM,

DIALOGUE/ PETER! " YOU KNOW, HE DOESN'T LOOK A THING LIKE ME.

SOUND FX/

SOUND FX/

SOUND FX/ SLIMER, DISGUSTING MUNCHING SOUNDS

SOUND FX/ SLIMER, DISGUSTING MUNCHING SOUNDS

NOTES/

NOTES/

NOTES/ INTENSE LIGHT EFX,

NOTES/ INTENSE LIGHT EFX.

TIMING/

TIMING/

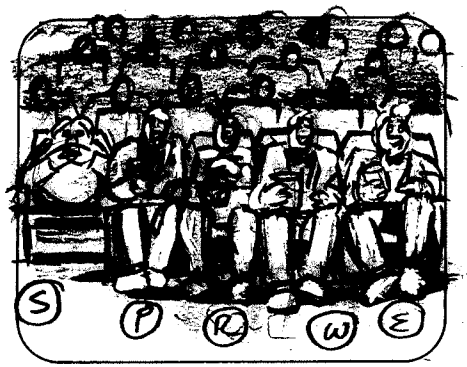
TIMING/

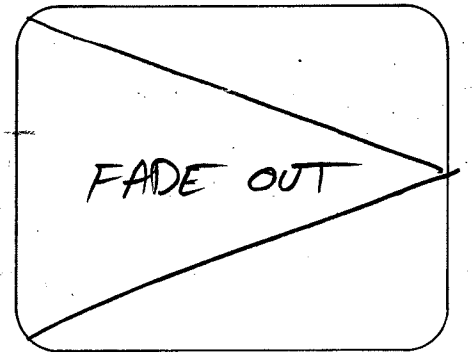
TIMING/

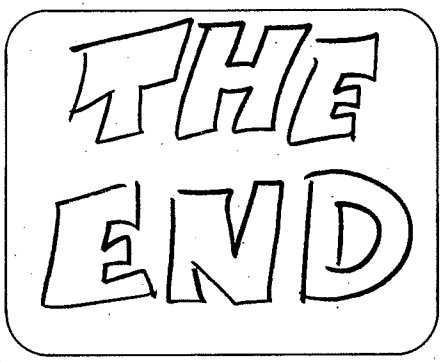
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				80

	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
	202							







ACTION / WIDER GHOST BUSTERS SIT BACK + LAUGH,	ACTION /	ACTION /	ACTION /
DIALOGUE / GHOST BUSTERS (ALL LAUGH) SLIMER BURPS,	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / SLIMER BURPS, GHOSTBUSTERS THEME FADES OFF WITH FLOURISH.	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /